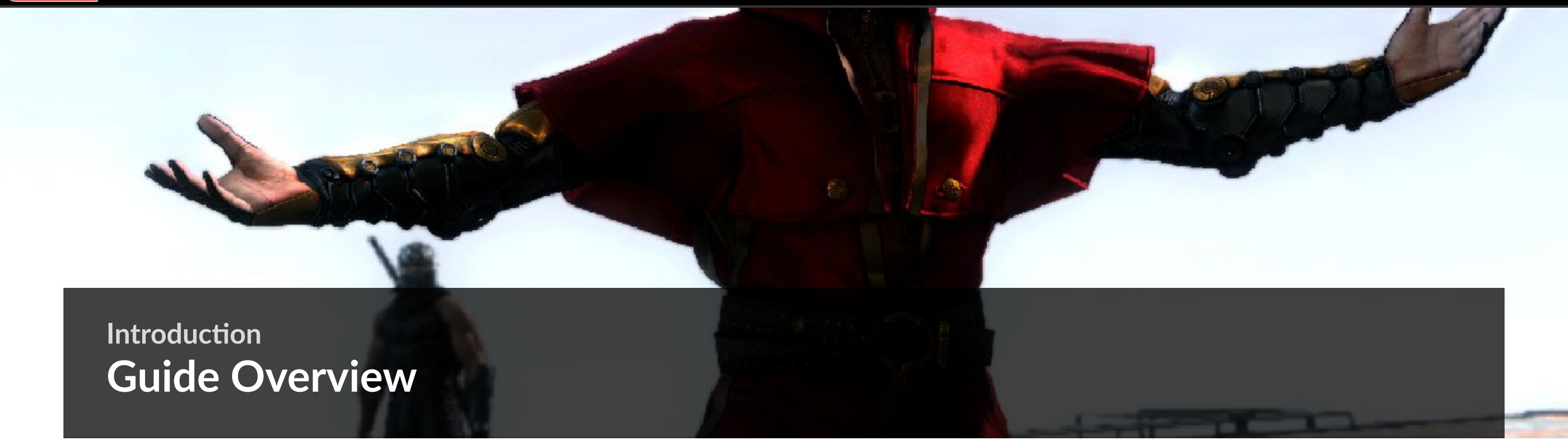


Introduction

Guide Overview

The Ninja Gaiden series has enjoyed a long and successful tenure during the last two console generations. Ninja Gaiden 3 marks the first time the series has graced the Xbox 360 and PlayStation 3 simultaneously.

It also introduces Clan Battle mode, the first competitive, multiplayer, online experience of the franchise. If you're new to the series, this guide will help you learn the basics of ninja combat and how to control Ryu Hayabusa as he faces a flurry of enemies.

If you're a seasoned Ninja Gaiden veteran, you should know that there have been a few changes since Ninja Gaiden II and Ninja Gaiden Sigma 2. This guide will bring you up to speed on what has changed, what is new, and teach you how to become a master ninja once again.

Guide Overview

The way of the Ninja

The Way of the Ninja covers the basic elements of Ninja Gaiden 3 and how to play as Ryu Hayabusa. Believe it or not, there are still people who have not played Ninja Gaiden before, and this section primarily helps those who are new to the series.

It covers all of the basics from attacking and defending to exploring the world of Ninja Gaiden 3.

Ninja Training

Ninja Training goes over all of the offensive and defensive techniques Hayabusa uses to make his way through the eight days (levels) featured in the game.

It offers insight into how and when to use each technique in combat and how to traverse the world of Ninja Gaiden 3 using new and old ninja tactics.

Ninja Enemies

Ninja Enemies details every enemy Hayabusa comes across in the main story mode and the Ninja Trials mode, excluding boss encounters. Each enemy is separated by class, with vital statistics that will help you learn which techniques to use to make quick work of them.

There's also useful information such as which days each enemy first appears and which enemies take priority over others. This section also covers Hayabusa's weapons and Ninpo magic.

Ninja Trials

Ninja Trials covers every mission in the Ninja Trial mode. This includes the type and number of enemies Hayabusa encounters, and the best strategies to progress through each mission. Everything you need to know to be prepared for each mission is included in this section.

Clan Battle

Clan Battle covers the online multiplayer aspects of Ninja Gaiden 3. All three multiplayer stages, as well as the best multiplayer strategies are included.

Path of the Ninja

Path of the Ninja provides a detailed walkthrough of all eight days in the main game. This includes the first appearance of each enemy, where you'll find save points, how to handle each mob of enemies and even boss strategies.

Boss Battles

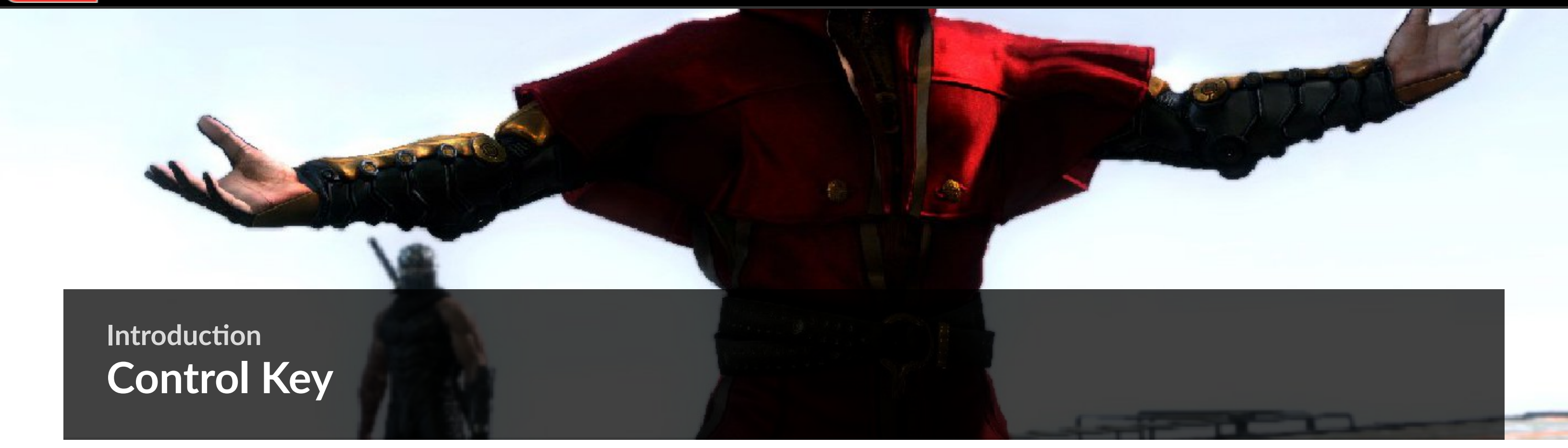
Boss Battles takes the boss battle strategies from The Path of the Ninja and puts them in a quick and easy reference chapter. If you're having trouble with a particular boss, instead of searching through the Path of the Ninja chapter, you can turn to this chapter and get right to the boss battle strategies.

Behind the Scenes

Behind the Scenes includes an exclusive interview with Team NINJA director, Yosuke Hayashi.

Achievements, Trophies and Unlockable Content

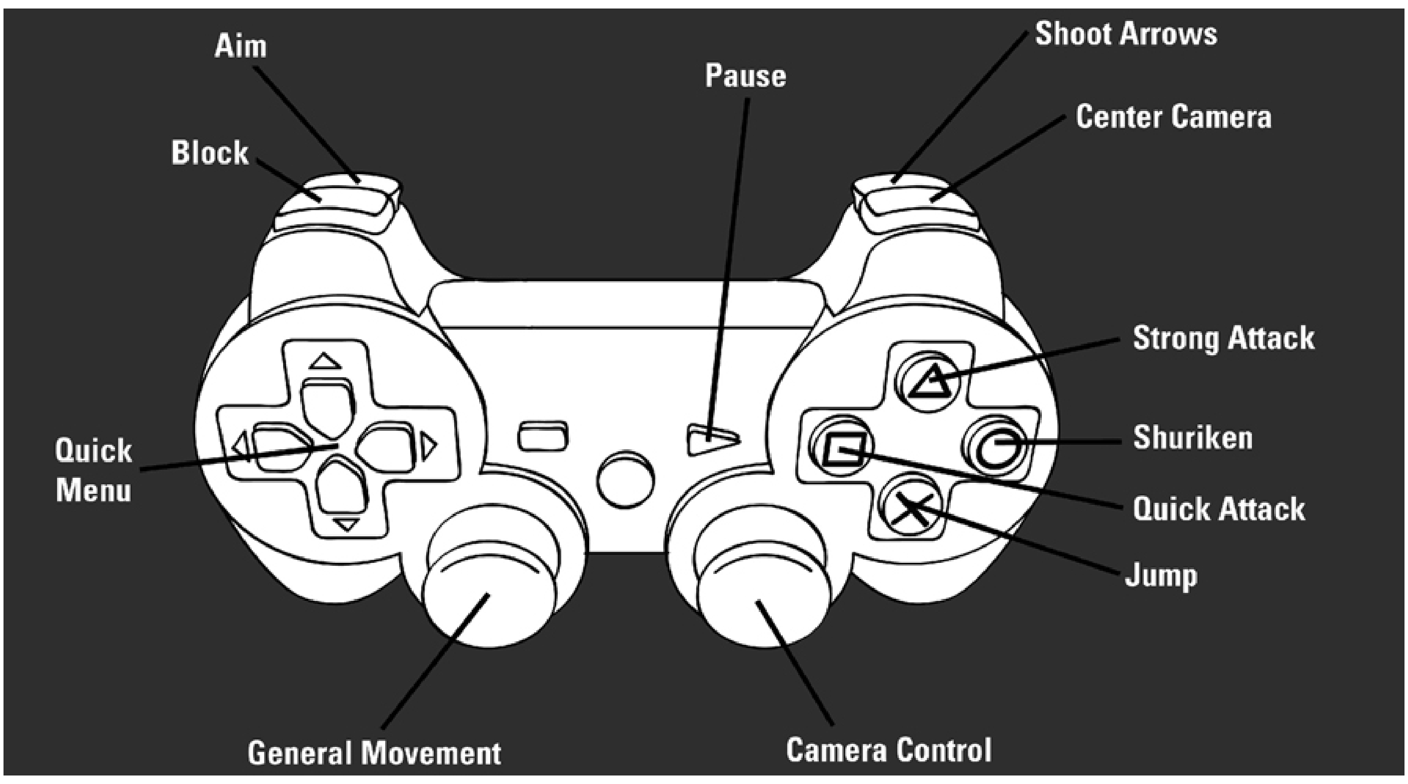
Achievements, Trophies, and Unlockable Content details all of the Xbox 360 achievements and PlayStation 3 trophies and how to earn them as you progress through the game.

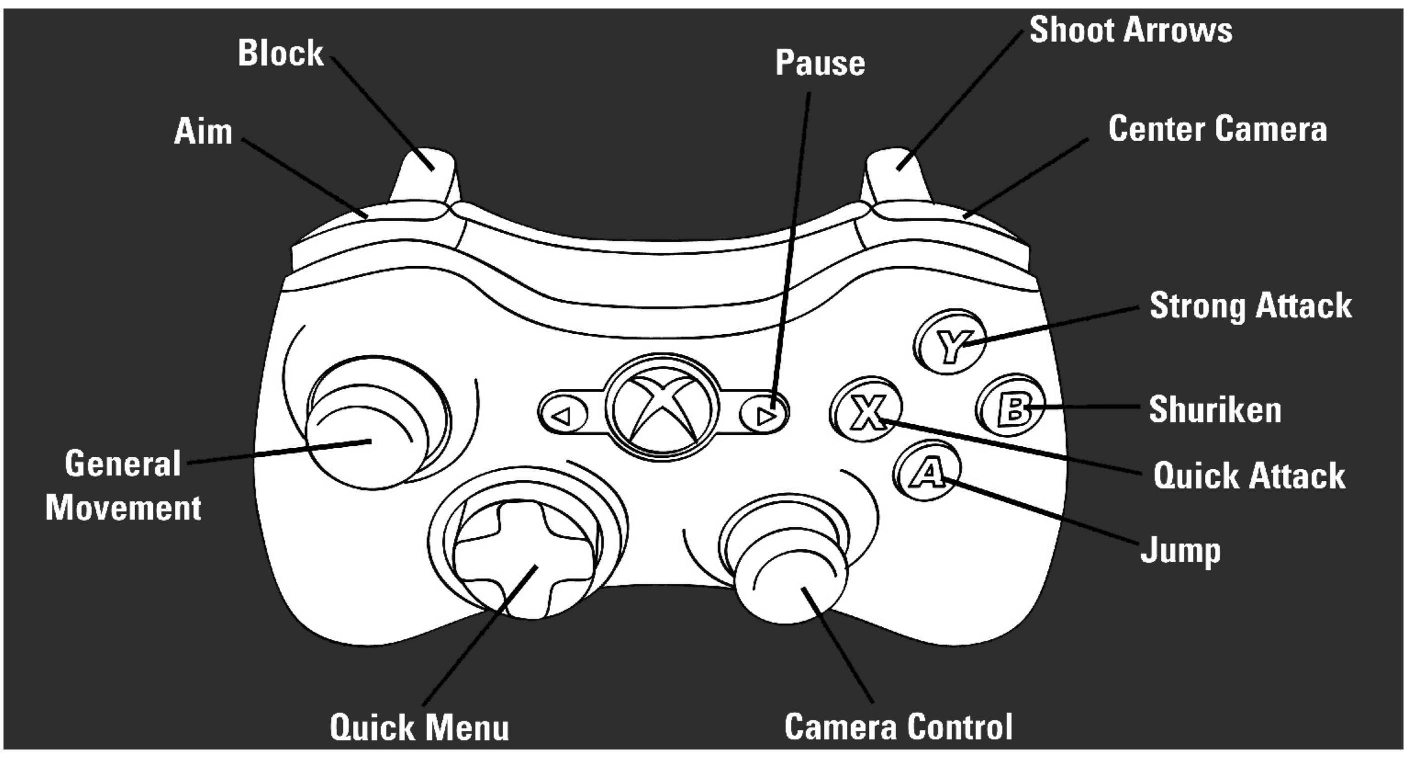


Introduction

Control Key

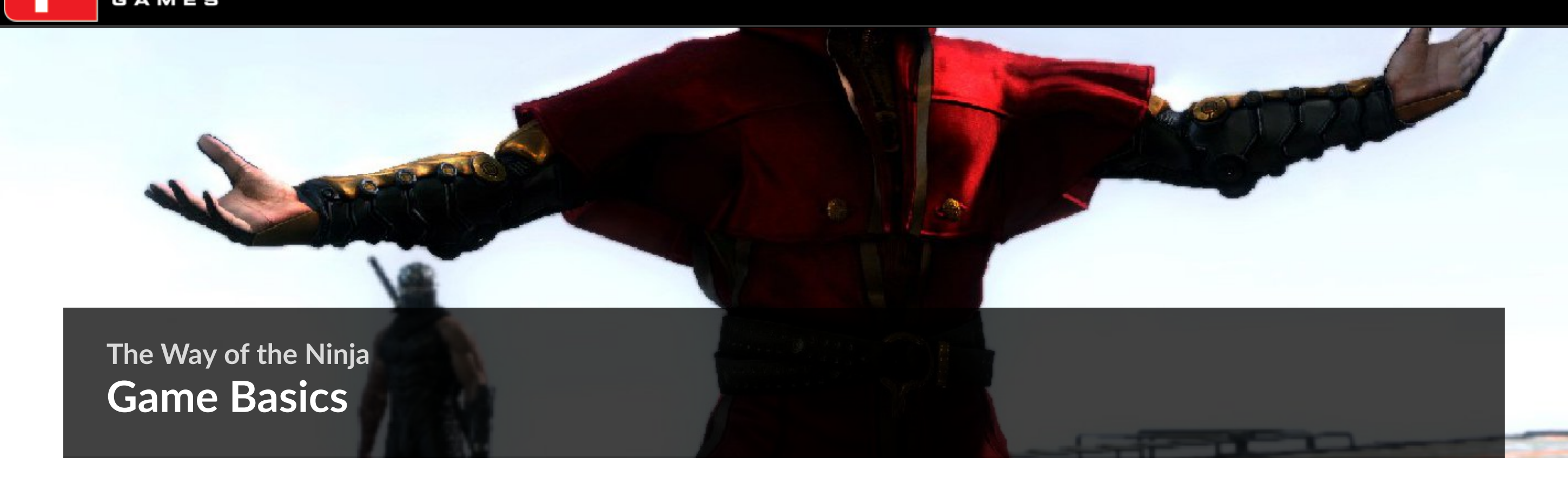
There are multiple controller configurations available in Ninja Gaiden 3. Use whichever configuration feels best to you. However, for ease of use this guide refers to the default controller configuration (Type A).


Aim
Block
Pause
Shoot Arrows
Center Camera
Strong Attack
Quick Menu
Shuriken
Quick Attack
Jump
General Movement
Camera Control


Block
Pause
Shoot Arrows
Aim
Center Camera
Strong Attack
Shuriken
General Movement
Quick Attack
Jump
Quick Menu
Camera Control

Default Controller Configuration (Type A)

Action	Xbox 360	PlayStation 3
General Movement	Left Analog Stick	Left Analog Stick
Camera Control	Right Analog Stick	Right Analog Stick
Center Camera	RB	R1
Camera Zoom	RB While Aiming	R3 While Aiming
Aim	Hold LB	Hold L2
Quick Attack	X	■
Strong Attack	Y	▲
Shoot Arrows	RT	R2
Shuriken	B	●
Ninpo	Y + B	▲ + ●
Jump	A	✕
Block	Hold LT	Hold L1
Sliding	Left Analog Stick + Hold LB	Left Analog Stick + Hold L1
Wind Run	X + A	■ + ✕
Detect Route	Hold RT	Hold R3
Counterattack	LB + X or LB + Y When Attacked	L1 + ■ or L1 + ▲ When Attacked
Obliteration Technique	Y Close to a Near-Death Enemy	▲ Close to a Near-Death Enemy
Ultimate Technique	Hold Y When Sword or Arm Glows Red	Hold ▲ When Sword or Arm Glows Red
Quick Menu	✚	⬆
Game Settings Menu	START	START



The Way of the Ninja

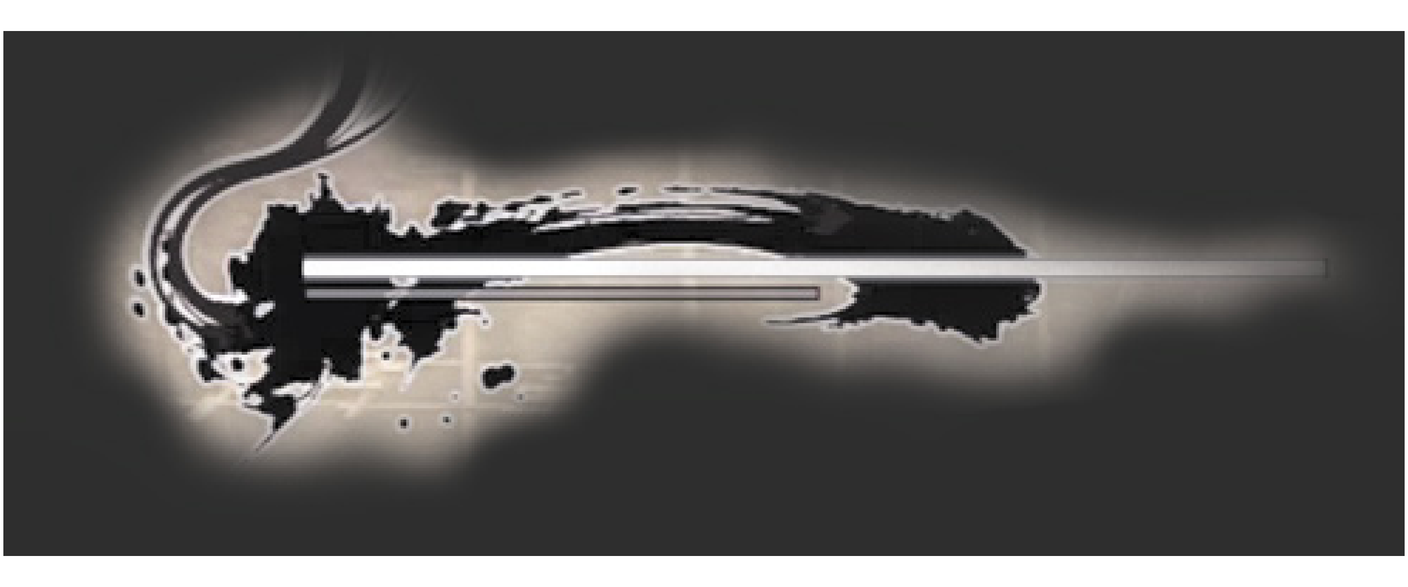
Game Basics

Everyone starts out as a beginner. Before you start slashing your way through Ninja Gaiden 3, there are a few basics to understand about Ryu Hayabusa and his various abilities.

This section covers everything you need to know to form a basis to learn the more advanced ninja techniques that are required to complete the game on harder difficulty settings.

It also covers the basics such as saving points and how Ninpo and Ultimate Techniques work.

Health Gauge



The Health Gauge indicates how much health Hayabusa has at the moment. As Hayabusa takes damage, the Health Gauge turns from white to gray. The gray portion of the Health Gauge does not have any specific meaning, other than to display the damage of the most recent attack. However, if enough damage is inflicted, the Health Gauge gets smaller.

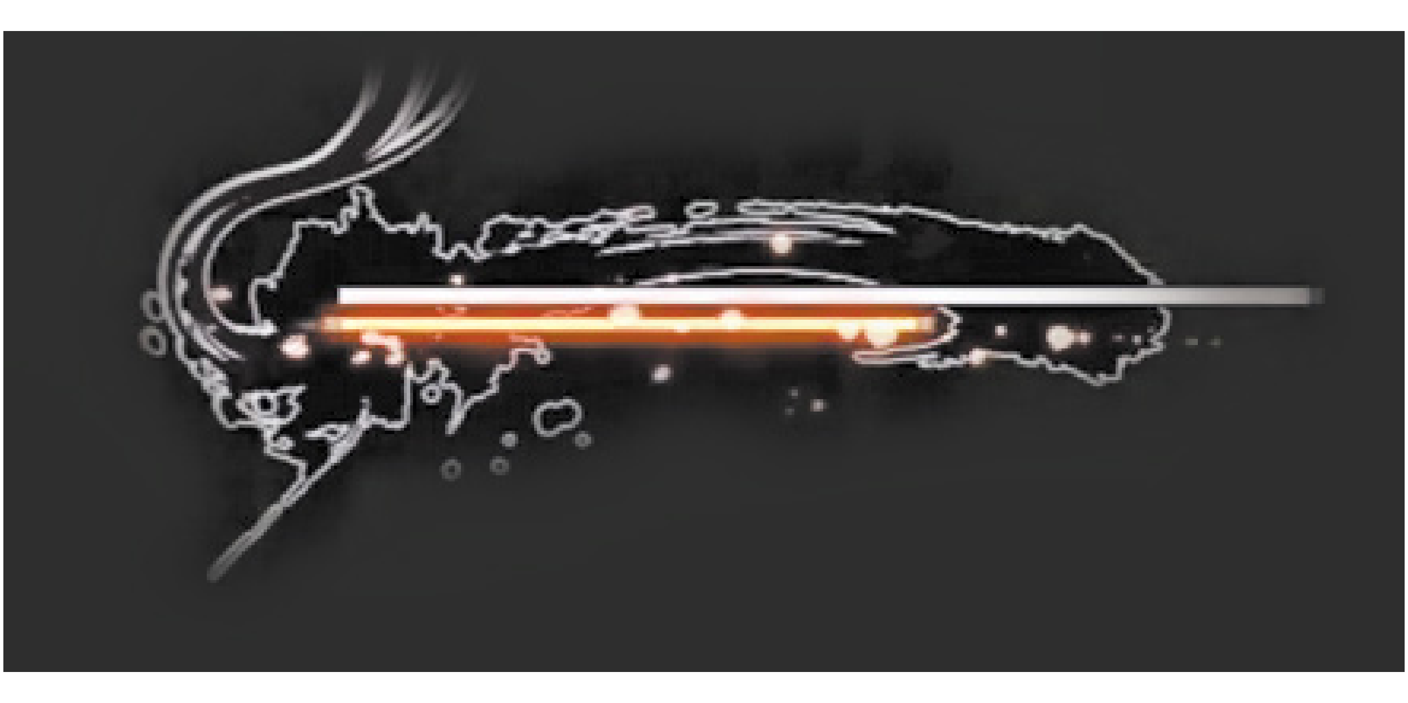
Health Regain

Westminster Station
Public Subway
Toilets

Unlike previous Ninja Gaiden games, there are no health items to restore Hayabusa's health. The only way for Hayabusa to regain health is to save your progress, defeat all of the enemies in the immediate area, or use Ninpo (only in story mode).

At the end of each battle Hayabusa automatically regains lost health. The yellow bar under Hayabusa's Health Gauge is the Ki Gauge. In addition to controlling when Hayabusa can use Ninpo, the Ki Gauge determines how much Hayabusa's Health Gauge is extended after each battle. If the Ki Gauge is almost empty at the end of a battle, Hayabusa's Health Gauge will grow a small amount. If the Ki Gauge is full at the end of a battle, Hayabusa's Health Gauge may increases substantially (depending on the size of the Health Gauge at the end of the battle).

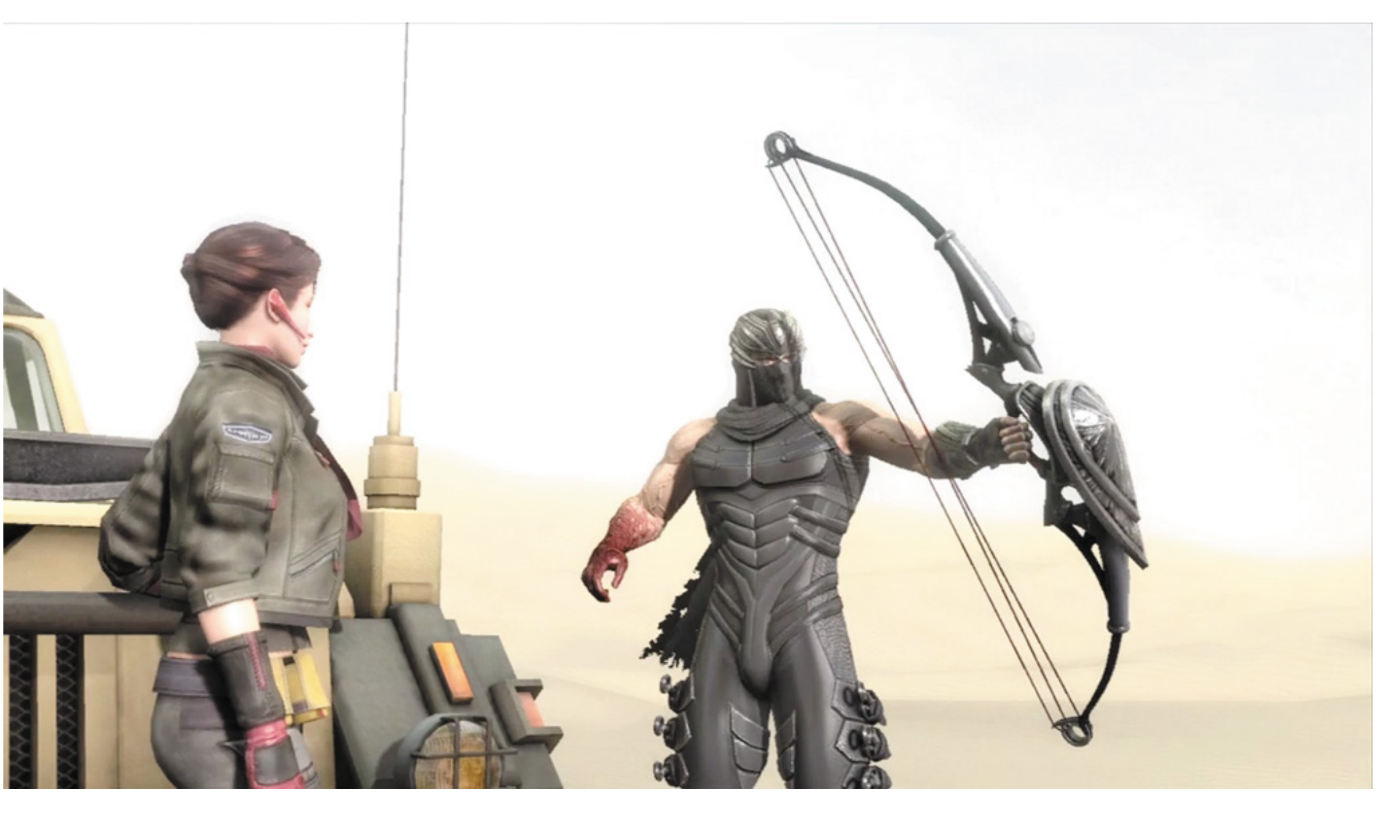
Ki Gauge



The Ki Gauge determines when Hayabusa can use Ninpo magic. Throughout the story mode, Hayabusa only has access to one Ninpo spell (Art of the Fire Dragon). In the Ninja Trials and Clan Battle modes, you cannot use the Ninpo available in story mode, but instead gain access to a different Ninpo spell (Dark Void).

The Ki Gauge fills up as damage is inflicted upon enemies. This includes the use of the Obliteration Technique when an enemy is near death. When the Ki Gauge is completely full, Ninpo can be used. Once Ninpo is used, the gauge returns to an empty state and must be filled again. The difficulty setting determines how quickly the Ki Gauge fills, with an easier setting allowing Ninpo to be used more often compared to harder difficulty settings.

Weaponry



Hayabusa starts the game with the Dragon Sword, which transitions into the Jinran-Maru (Hayate's Sword), and eventually into the Blade of the Archfiend. He gains access to a bow early on, which gets upgraded to an explosive bow later on in the game.

He also has access to shuriken throwing stars from on the onset of the story mode. However, he only has access to one sword at a time and one bow at a time, and cannot switch between his various swords and bows at will, like he could in previous games. At any given time, Hayabusa has access to only one sword, one bow with unlimited arrows, and unlimited shuriken.

Boss Battles

Boss battles pit Ryu Hayabusa against an extremely strong opponent. Under most circumstances, they occur at the end of each day (level) in story mode. However, it is not uncommon to encounter a boss before the end of a day or multiple times throughout the story mode. Some bosses cannot be stunned by strong attacks, others can counterattack or parry Hayabusa's attacks. Some are impervious to Hayabusa's arrows and shuriken. Each boss must be fought with a specific strategy in order to defeat them with the least amount of damage inflicted on Hayabusa.

NOTE

For specific boss battle strategies refer to the Path of the Ninja or Boss Battles chapters.

Save Points

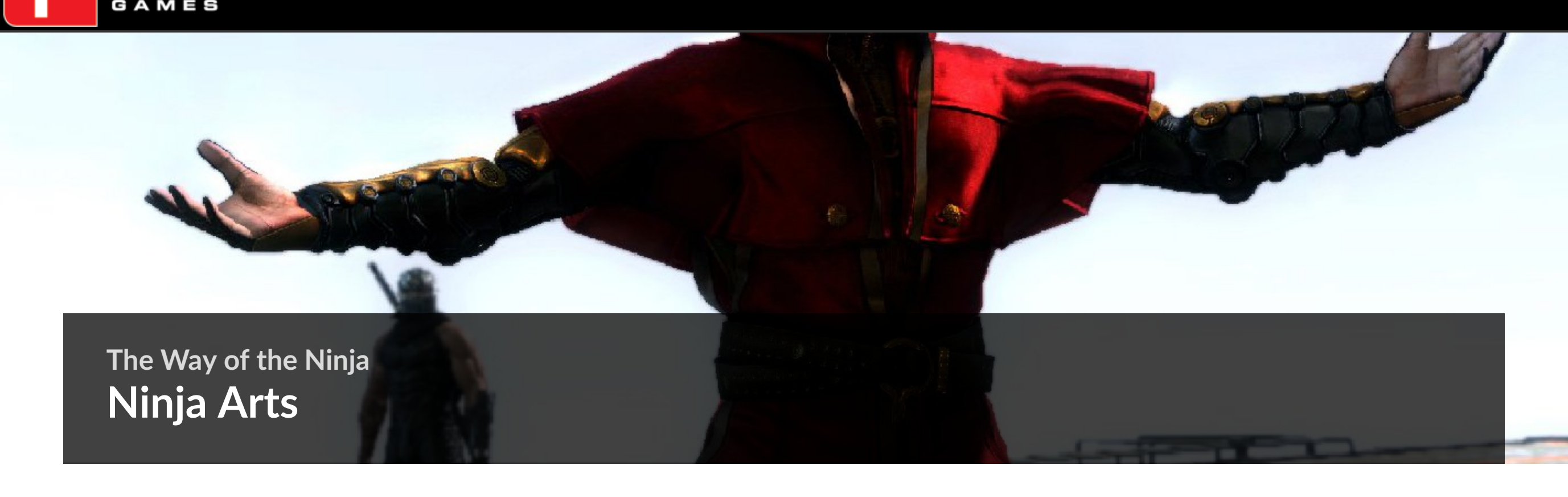
SAVE
Falcons will heal you and save your current progress.

There are falcons scattered throughout each day as Hayabusa progresses through the story mode. These falcons fully replenish Hayabusa's Health Gauge and save your game progress. These are considered checkpoint saves and will occur multiple times throughout each day.

It is important to listen for the falcon's screech, which indicates one is close by. While some falcons are impossible to miss, others may be difficult to see and easily missed. If any enemies are near a falcon, they must be defeated before Hayabusa can access the save point. At the end of each day, you can create a new save point without the assistance of a falcon.

Karma

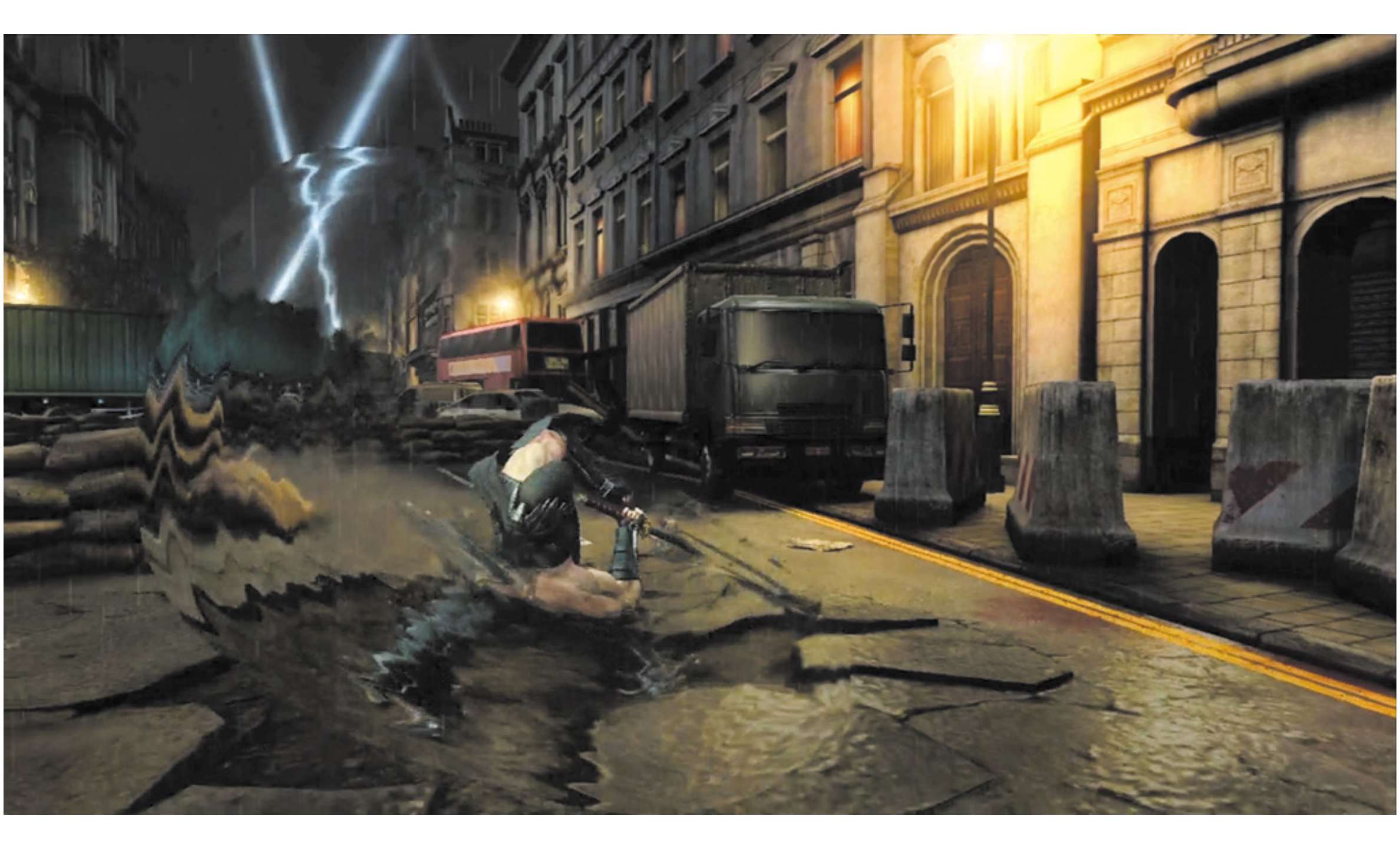
Your karma score is only visible on the Master Ninja and Ultimate Ninja difficulty settings, and during Ninja Trials. It is a rating of how well you perform during combat. Every time an enemy is defeated, you receive karma points. You will receive a bonus to your karma points by consecutively defeating multiple enemies, executing combos, and using special techniques such as the Obliteration Technique or Steel on Bone Technique.



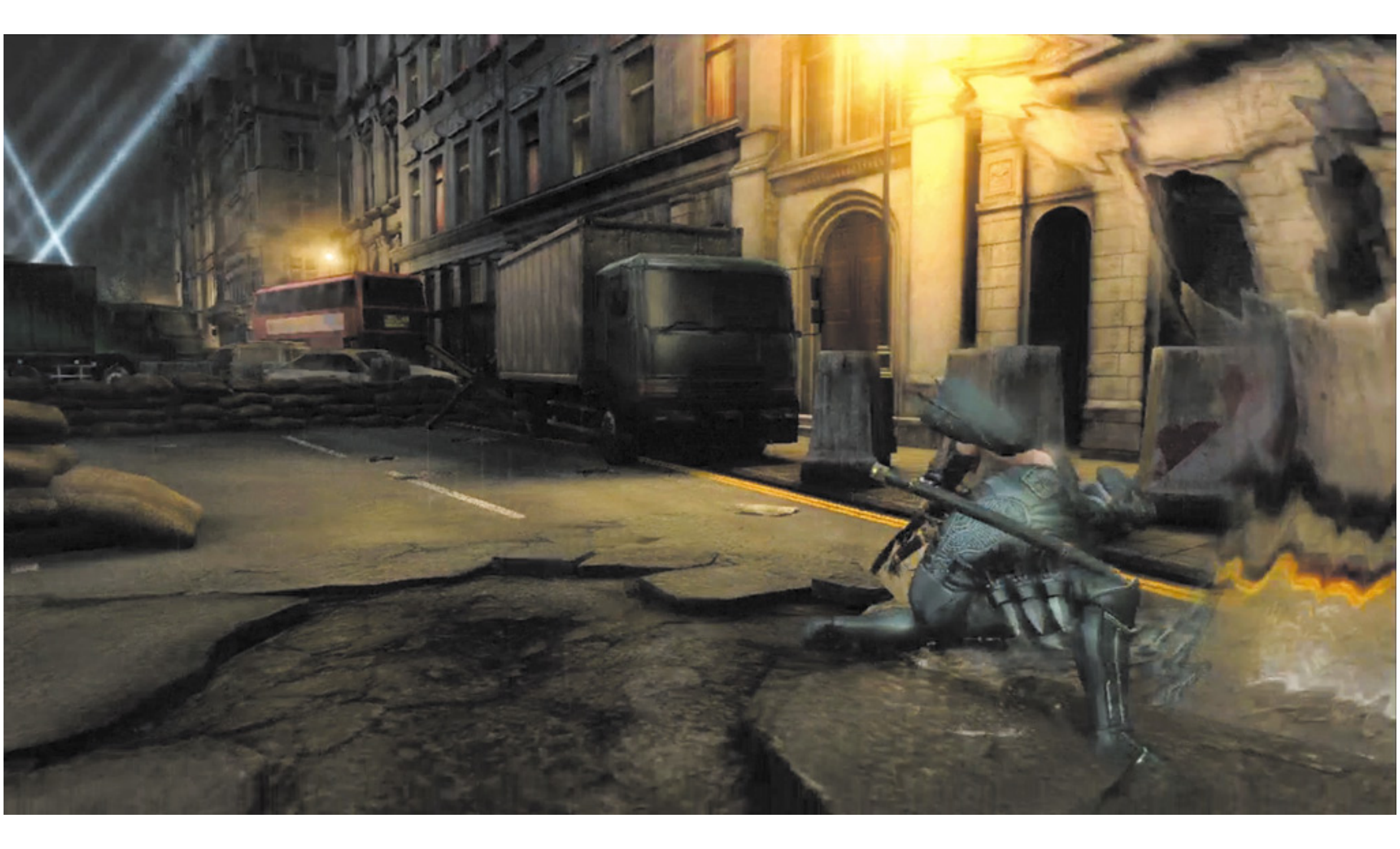
The Way of the Ninja

Ninja Arts

Attacking



Quick attack



Strong attack

There are two different kinds of attacks in Ninja Gaiden 3; quick and strong. Quick attacks do not inflict significant damage, but execute quickly.

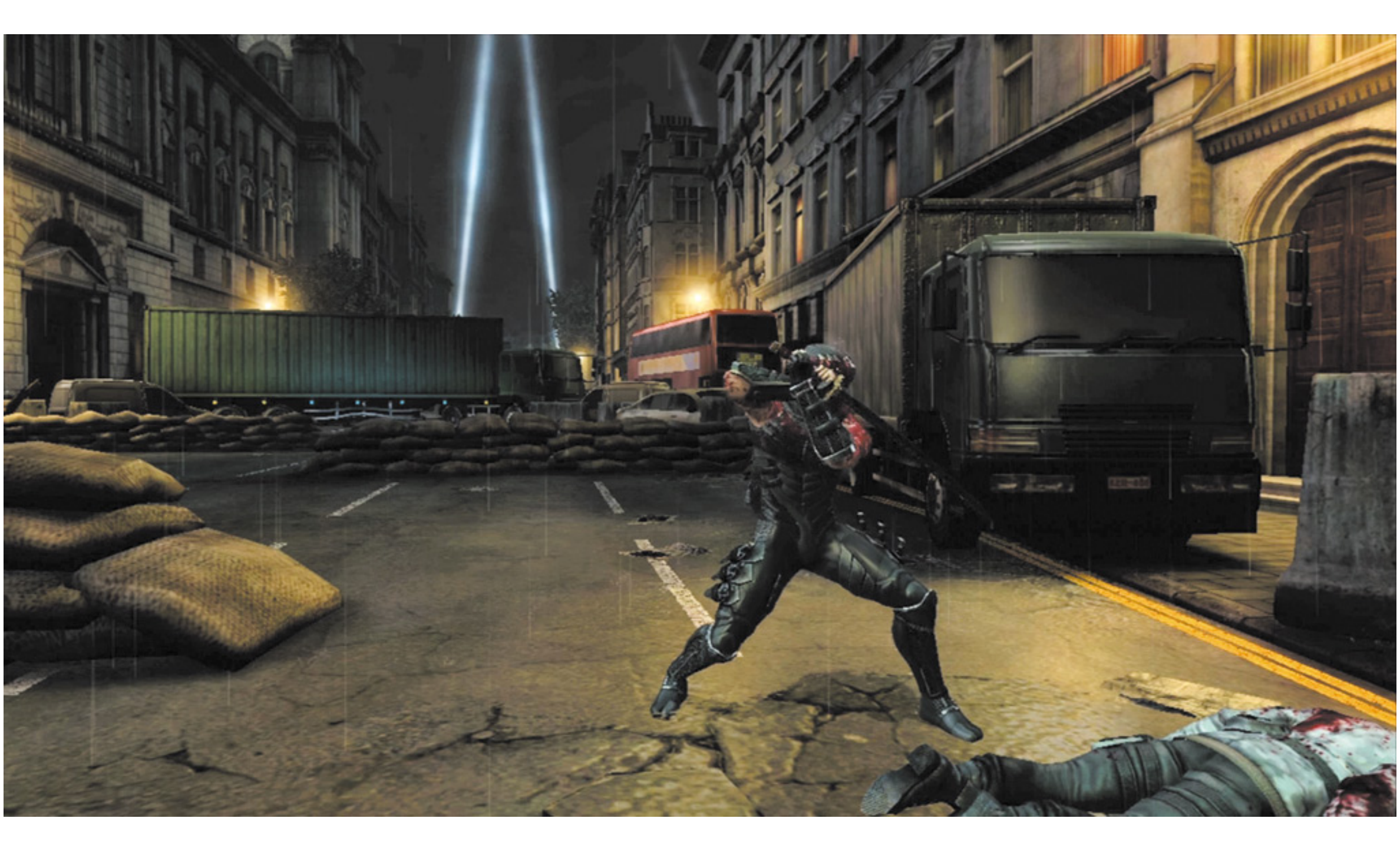
Strong attacks take longer to executed than quick attacks, but inflict more damage and can potentially stun an enemy, preventing them from attacking.

There are a variety of quick and strong attacks that change based on the type of weapon used and Hayabusa's positioning. It is also possible to attack with projectile weapons or Ninpo magic.

NOTE

For a complete list of weapons and attacks, refer to the Ninja Training chapter.

Defending



There are a few different ways to defend or avoid attacks. The easiest way is to block an attack, but while blocking, it is possible to dodge in any direction or counterattack, and you can slide under many projectile attacks or use the Wind Run as an evasion technique.

Some defensive techniques are better than others, depending on the situation. However, in most circumstances, blocking should be your first reaction as it will stop a vast majority of attacks from inflicting damage. Do not block or remain stationary for too long or else nearby enemies will use grabs that nullify Hayabusa's ability to block.

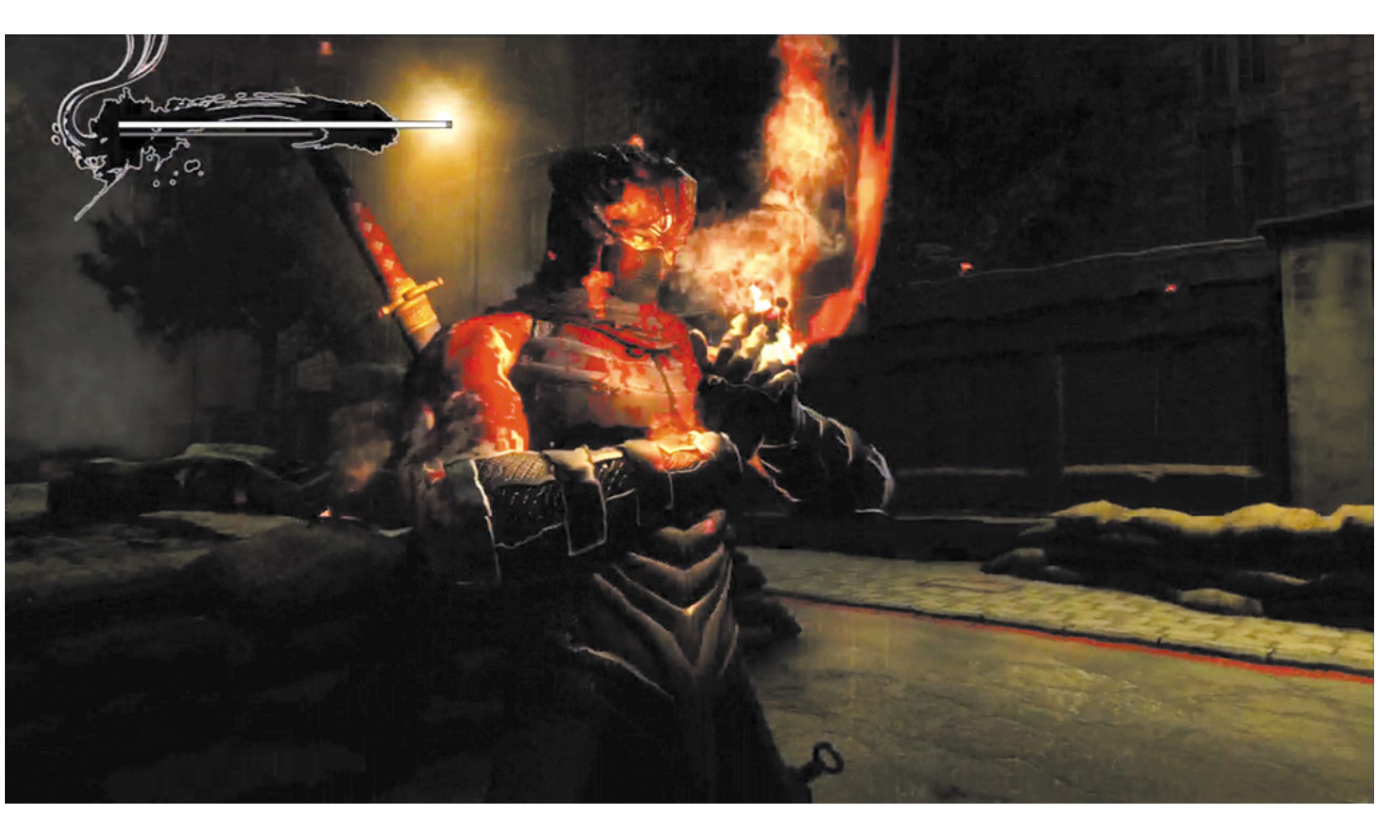
Combos

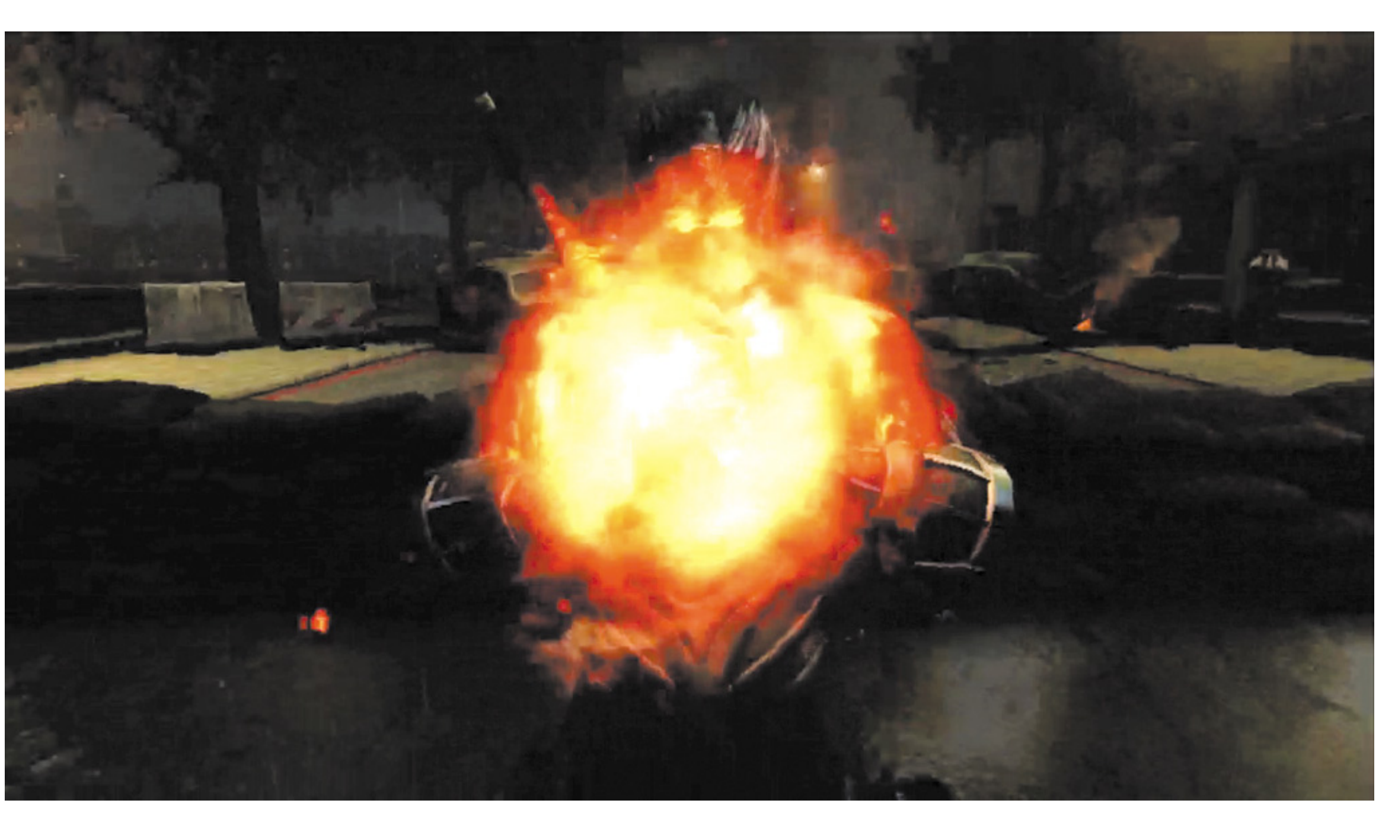
In Ninja Gaiden 3 you can chain together a series of strong and quick attacks to create a combo. Against most enemies, combo attacks cannot be interrupted if any of the attacks in the combo connect. However, some of the more powerful enemies can interrupt combo attacks with a counterattack, parry, or a strong attack of their own.

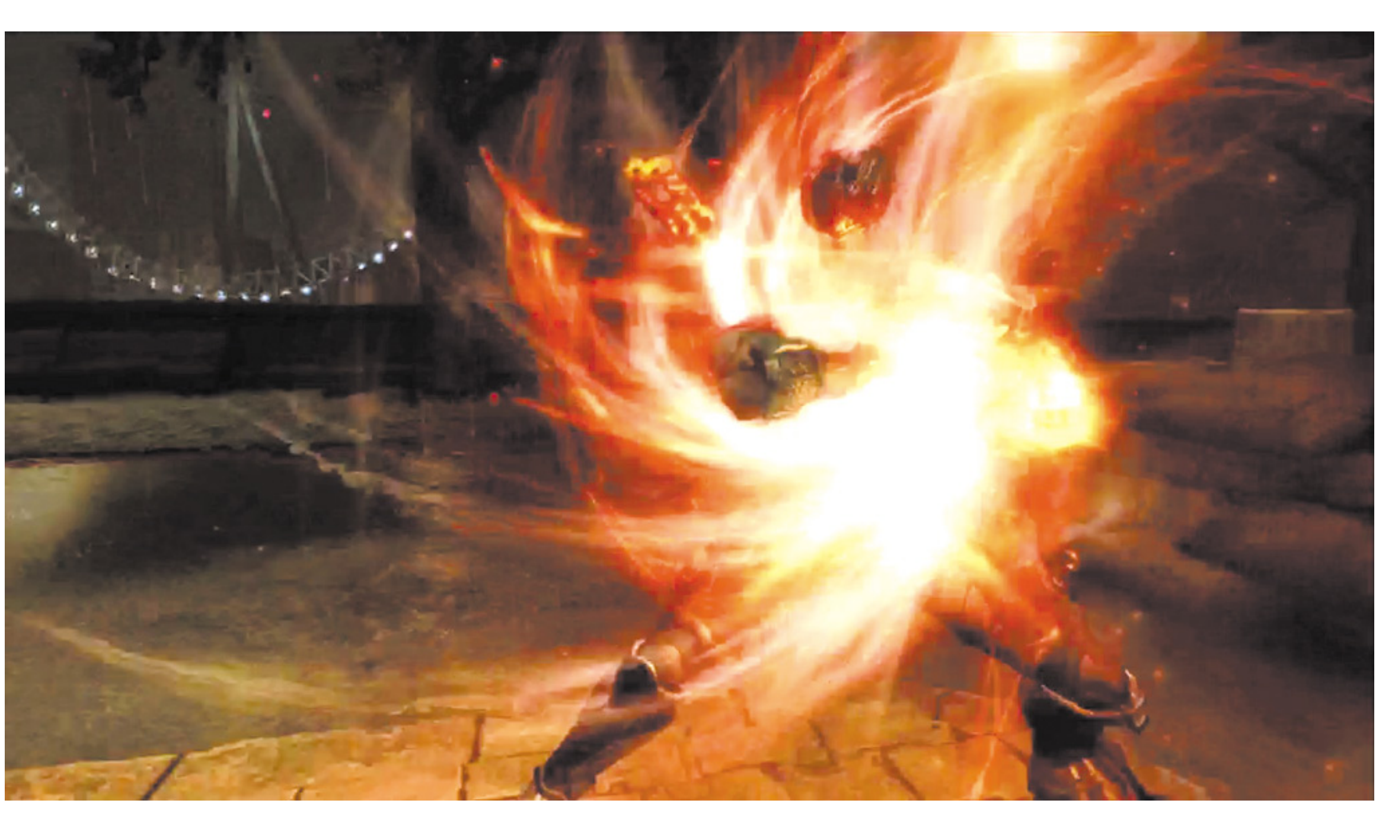
If another enemy that you are not actively attacking hits Hayabusa, it will also interrupt a combo. Strong and quick combos have similar properties to individual strong and quick attacks. Most strong attacks used in combos inflict a brief stun on most enemies and are much less likely to get counterattacked, parried, or blocked.

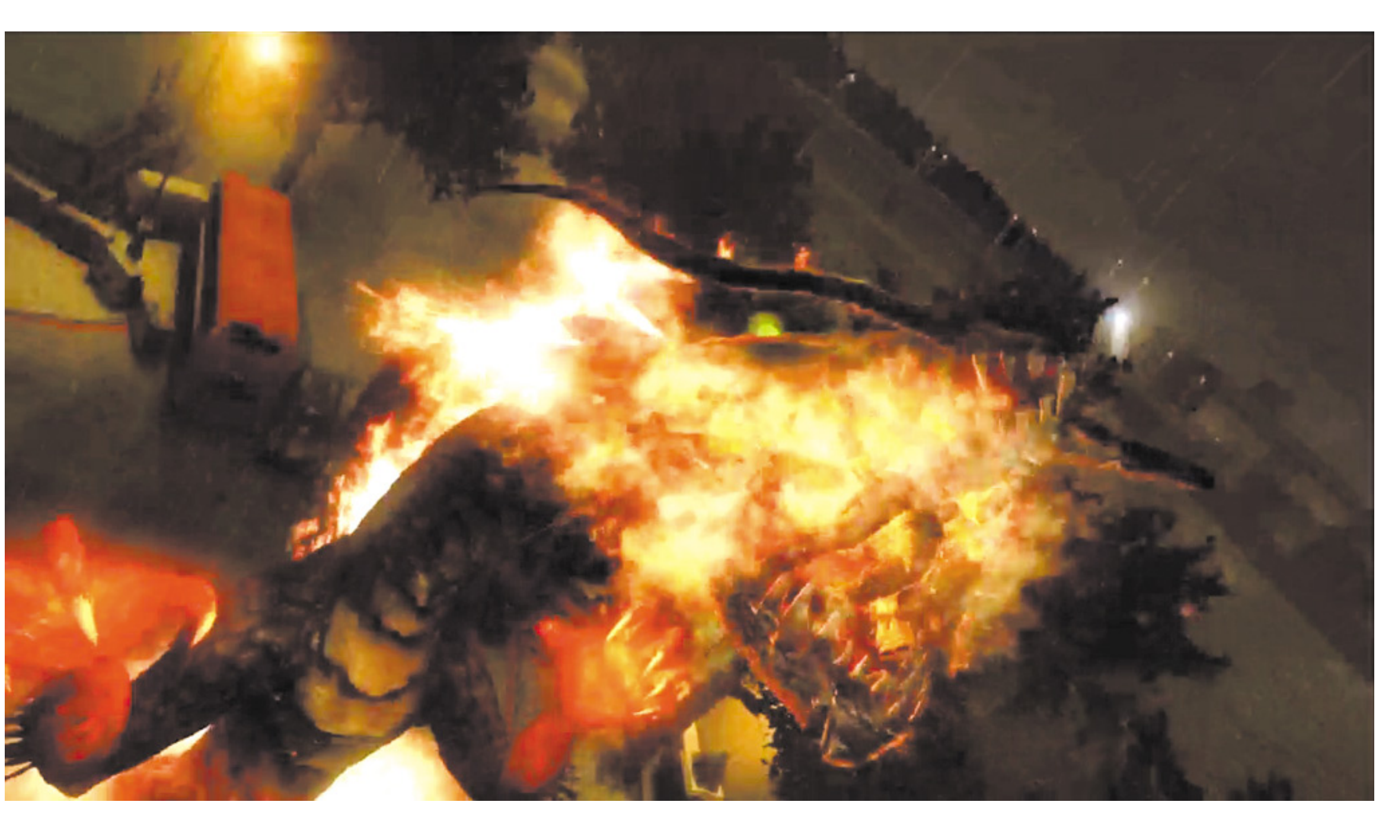
They also break many opponents' blocking stances, allowing Hayabusa to quickly attack while their defense is down. Quick attacks used in combos execute faster than strong attacks, but are more susceptible to counterattacks, parries, and blocking.

Ninpo Magic

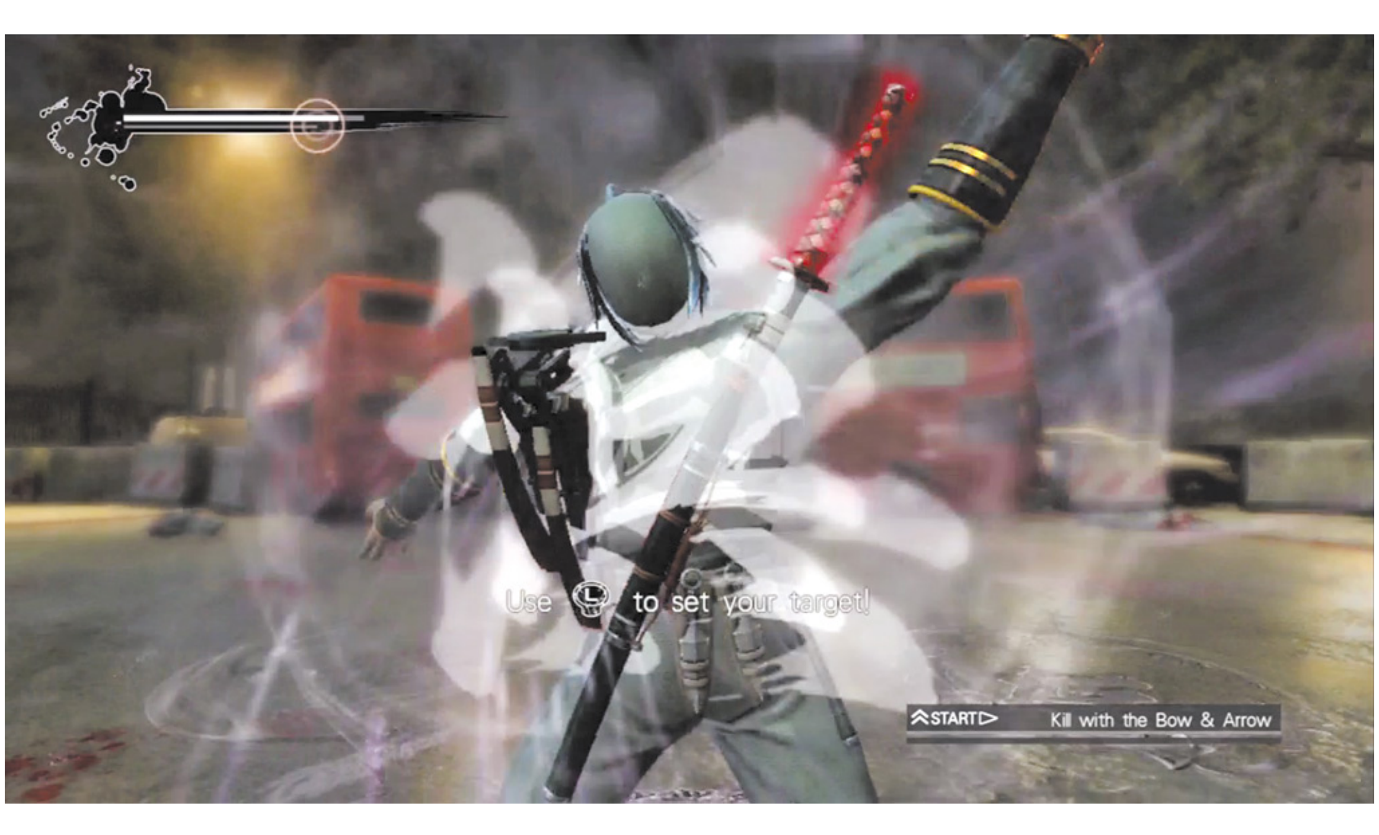


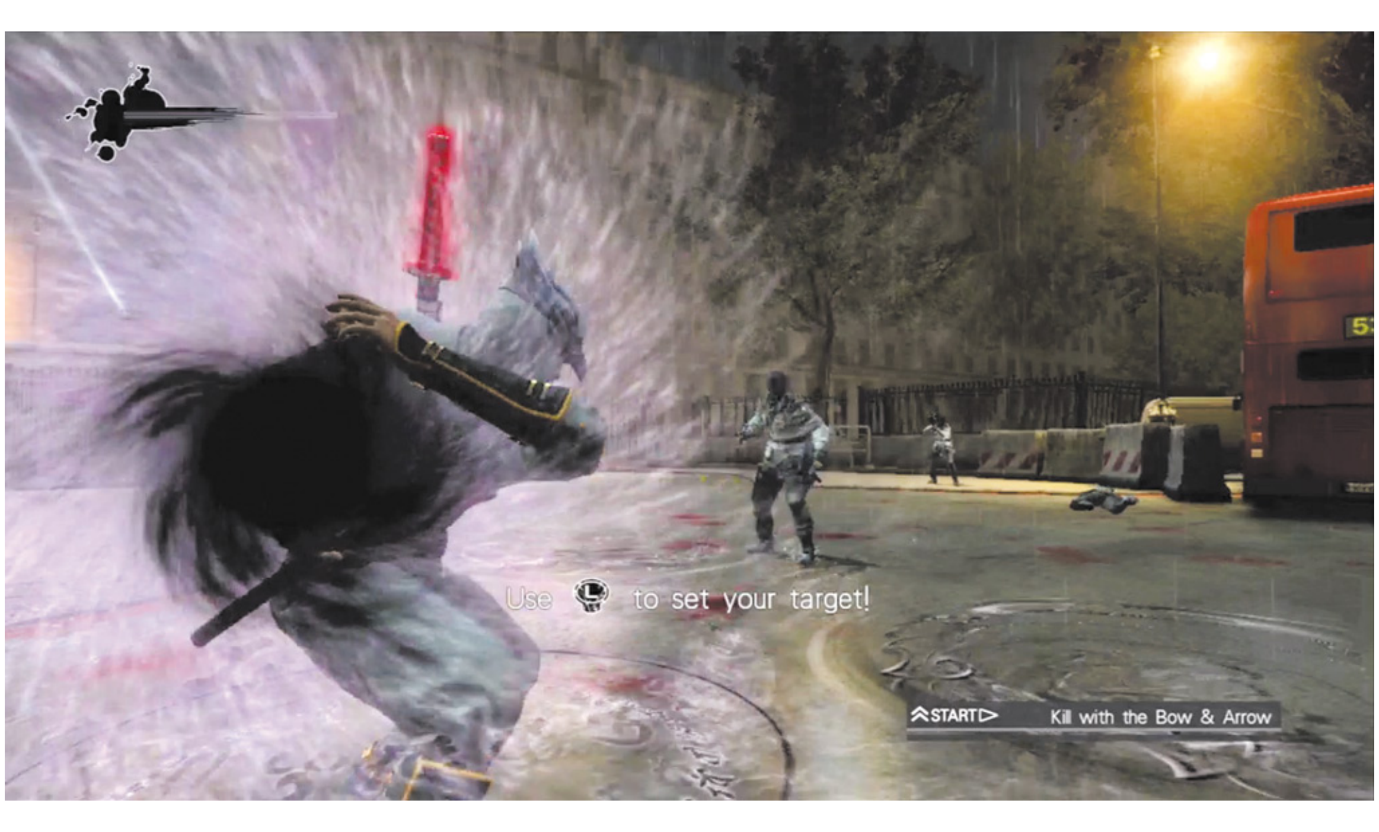


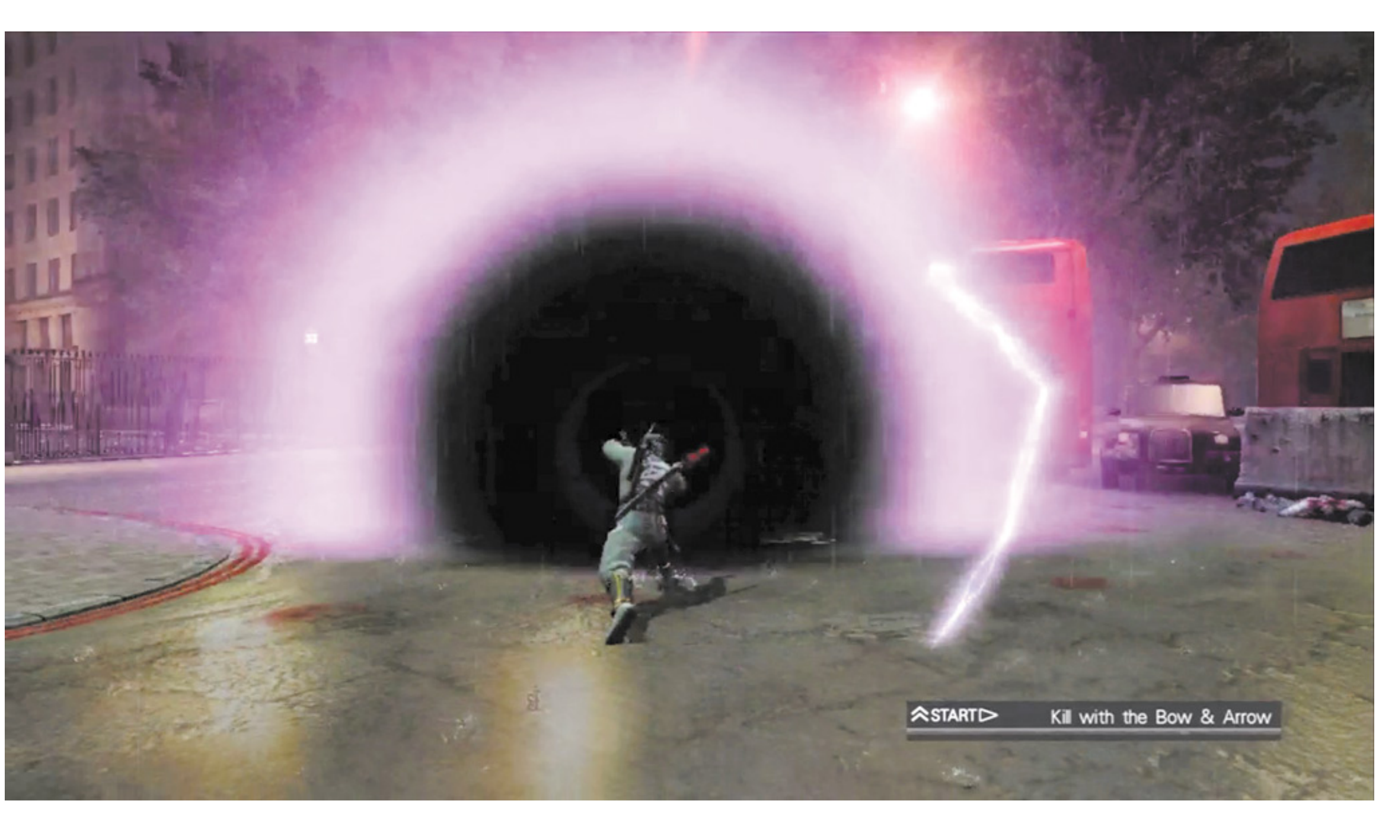




Art of the Fire Dragon







Art of the Dark Void

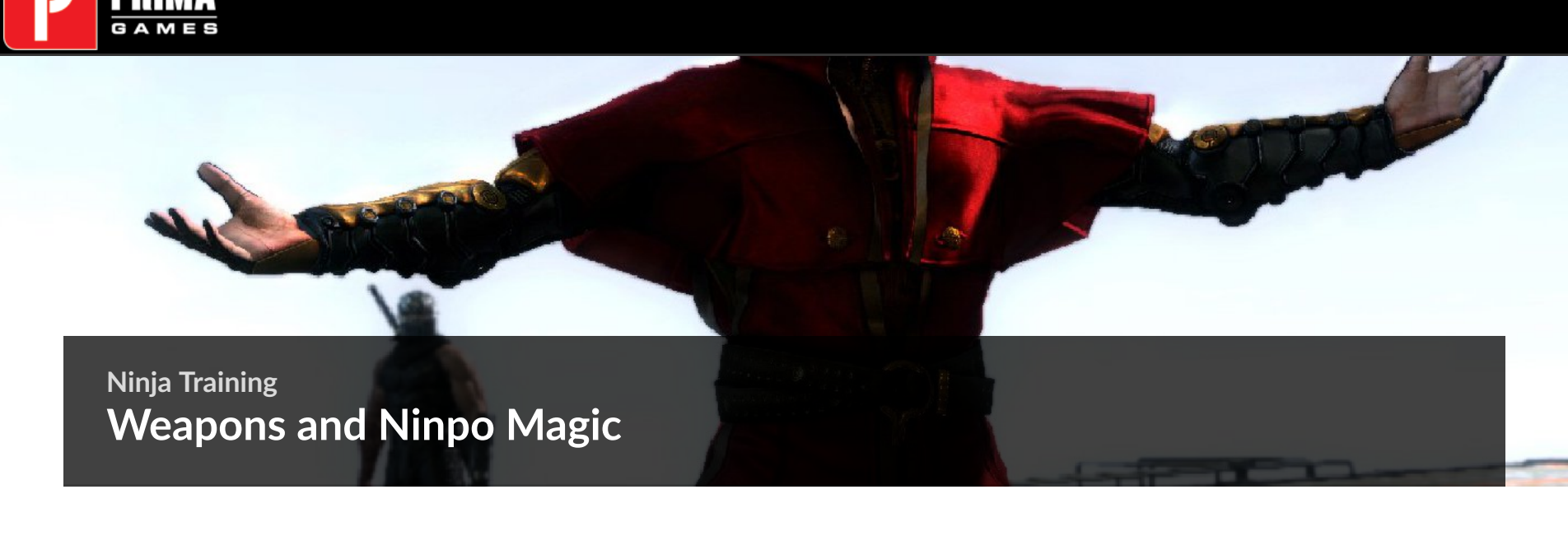
To use a Ninpo technique, it is not necessary to find a scroll. During day one in the story mode, Hayabusa gains the ability to use the Art of the Fire Dragon Ninpo. From that point forward, as soon as Hayabusa's Ki Gauge is full, Ninpo can be used.

When the Art of the Fire Dragon is used, it clears the entire area of any visible enemies and fully replenishes Hayabusa's Health Gauge. During Ninja Trials and Clan Battle, only the Dark Void Ninpo is available, which shoots a projectile attack and does not clear all enemies or replenish health.

Enemies

Hayabusa battles against a variety of enemies throughout Ninja Gaiden 3. Some enemies are standard mercenaries or members of the Black Spider Clan. These lesser enemies are generally stunned by quick attacks and can be quickly defeated with a single Izuna Drop. Stronger enemies, such as fiends, demons, and bosses appear later in the game.

These stronger opponents are more difficult to kill because their attacks can stun Hayabusa and in many cases cannot be blocked. It is important to identify the enemy Hayabusa is facing to ensure you use the best tactic to kill them and avoid taking damage.



Ninja Training

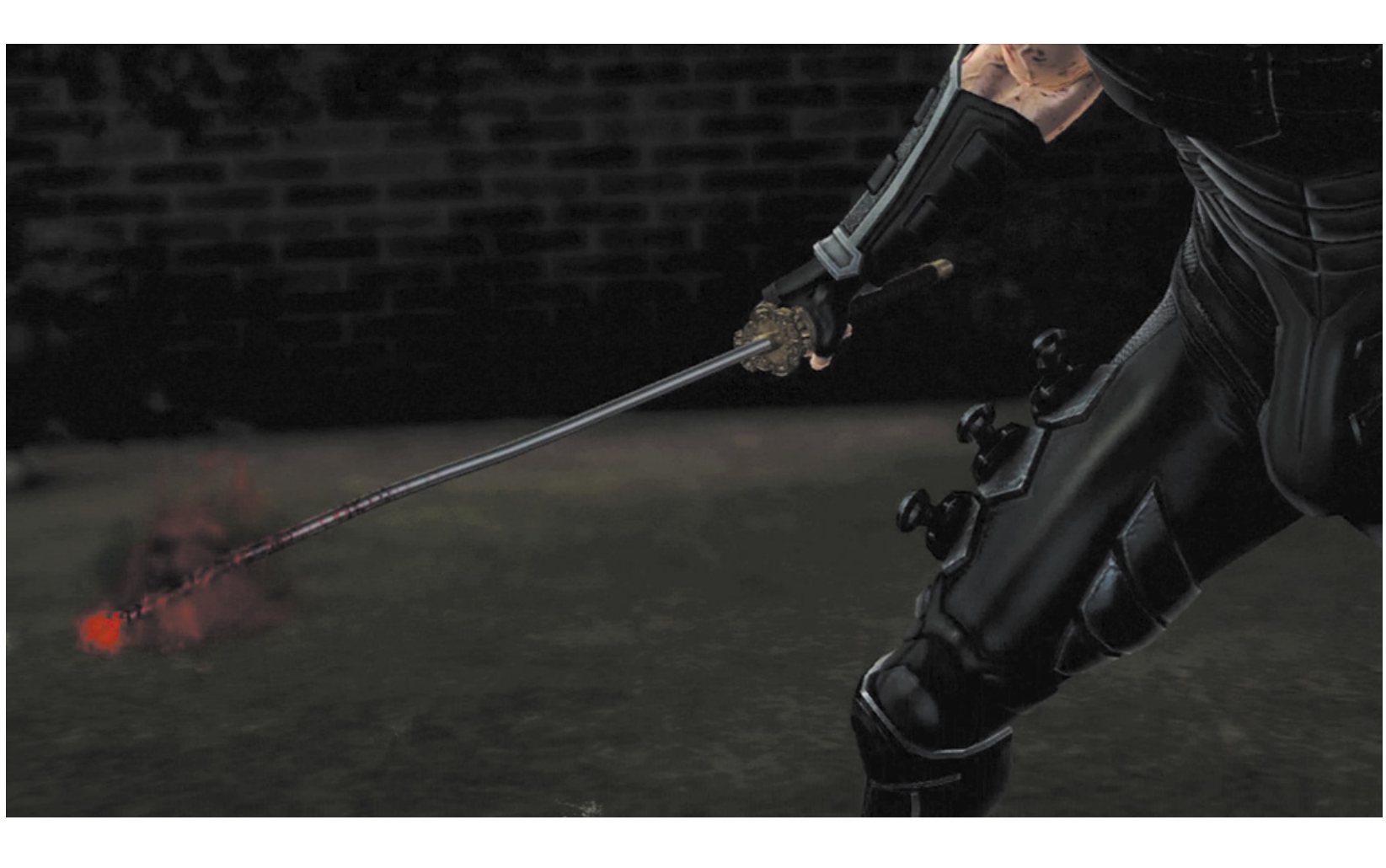
Weapons and Ninpo Magic

Ryu Hayabusa has a variety of techniques and weapons that are available to him in Ninja Gaiden 3. He does not have as many weapons as he did in previous games, but the weapons he does have get upgraded over the course of the game.

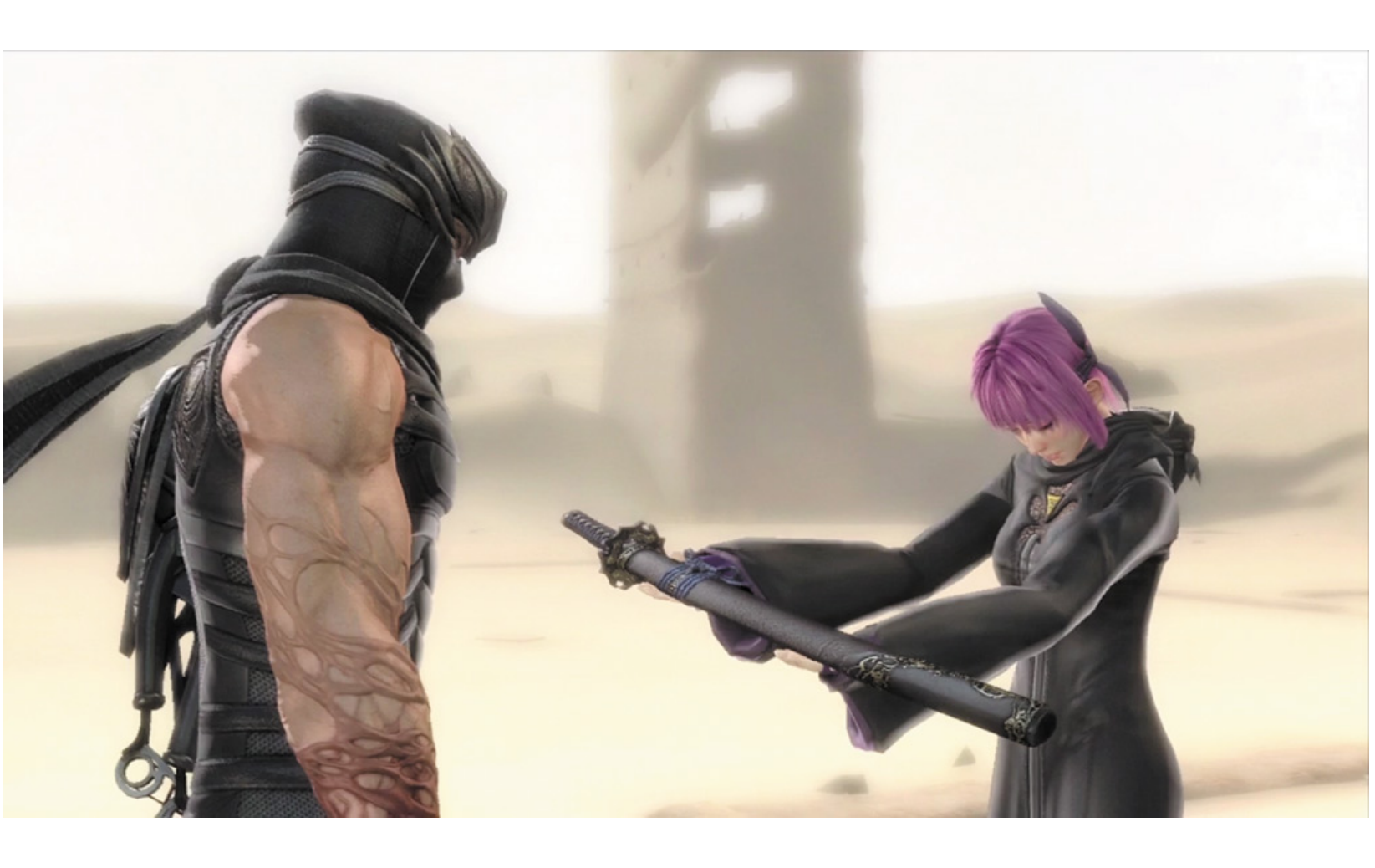
Hayabusa's techniques fall into three categories: offensive, defensive, and environmental. Learn how and when to use these techniques, and learn all of his weapon combos to make battles easier and avoid taking damage.

Melee Weapons

Dragon Sword and Jinran-Maru (Day 2)



Dragon Sword



Jinran-Maru

The Dragon Sword and Jinran-Maru (Hayate's Sword) are identical in every way (aside from appearance). Both swords inflict the same amount of damage and have the exact same combos.

It is not necessary to learn combos in Ninja Gaiden 3. As soon as the game starts, you can use any of the combos listed.

Dragon Sword and Jinran-Maru Combos

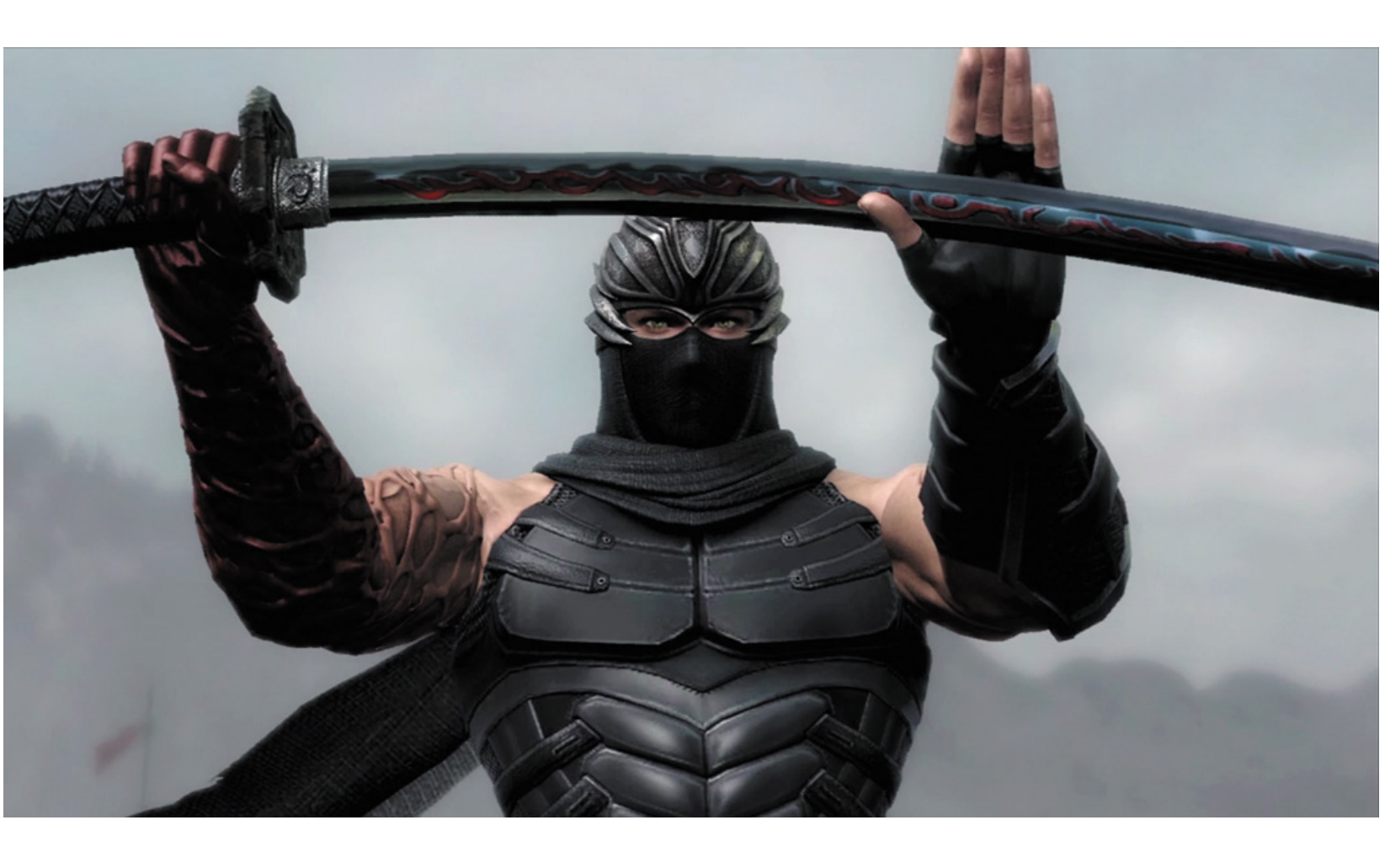
Xbox 360 Notation	PlayStation 3 Notation	Dragon Sword/Jinran-Maru Damage	Blade of the Archfiend Damage
X	□	125	175
X X	□ □	125	175
X X X	□ □ □	200	275
X X X X	□ □ □ □	200	275
X X X X X	□ □ □ □ □	250	325
X Y	□ △	250	325
X Y X	□ △ □	175	225
X Y X X	□ △ □ □	175	225
X Y X X X	□ △ □ □ □	175	225
X Y X X X X	□ △ □ □ □ □	275	350
X Y X X X Y	□ △ □ □ □ △	N/A	N/A
X X Y	□ □ △	250	325
X X → X	□ □ → □	175	225
X X → X X	□ □ → □ □	200	275
X X → X X X	□ □ → □ □ □	200	275
X X → X Y	□ □ → □ △	250	325
X X → X Hold Y, Release	□ □ → □ Hold △, Release	175	225
X X → X Hold Y, Release X	□ □ → □ Hold △, Release □	175	225
X X → X Hold Y, Release X X	□ □ → □ Hold △, Release □ □	175	225
X X → X Hold Y, Release X X X	□ □ → □ Hold △, Release □ □ □	175	225
X X → X Hold Y, Release X X X X	□ □ → □ Hold △, Release □ □ □ □	275	350
X X → X Hold Y, Release X X X Y	□ □ → □ Hold △, Release □ □ □ △	N/A	N/A
X X → X X Y	□ □ → □ □ △	250	325
X X → X X Hold Y, Release	□ □ → □ □ Hold △, Release	175	225
X X → X X Hold Y, Release X	□ □ → □ □ Hold △, Release □	175	225
X X → X X Hold Y, Release X X	□ □ → □ □ Hold △, Release □ □	175	225
X X → X X Hold Y, Release X X X	□ □ → □ □ Hold △, Release □ □ □	175	225
X X → X X Hold Y, Release X X X X	□ □ → □ □ Hold △, Release □ □ □ □	275	350
X X → X X Hold Y, Release X X X Y	□ □ → □ □ Hold △, Release □ □ □ △	N/A	N/A
X X X Y	□ □ □ △	250	325
Y	△	350	450
→ Y	→ △	250	325
→ Y X	→ △ □	175	225
→ Y X X	→ △ □ □	175	225
→ Y X X X	→ △ □ □ □	175	225
→ Y X X X X	→ △ □ □ □ □	275	350
→ Y X X X Y	→ △ □ □ □ △	N/A	N/A
360 Circle Y	360 Circle △	75	100
While Running X	While Running □	250	300
While Running X X	While Running □ □	250	300
While Running X Y	While Running □ △	250	325
While Running X Y X	While Running □ △ □	175	225
While Running X Y X X	While Running □ △ □ □	175	225
While Running X Y X X X	While Running □ △ □ □ □	175	225
While Running X Y X X X X	While Running □ △ □ □ □ □	275	350
While Running X Y X X X Y	While Running □ △ □ □ □ △	N/A	N/A
While Running X X Y	While Running □ □ △	175	225
While Running Y	While Running △	350	450
Jump X	Jump □	175	225
Jump X X	Jump □ □	175	225
Jump X X X	Jump □ □ □	175	225
Jump X X X X	Jump □ □ □ □	275	350
Jump X X X Y	Jump □ □ □ △	N/A	N/A
Jump Y	Jump △	275	350
While Running, Jump X	While Running, Jump □	75	100
While Running, Jump Y	While Running, Jump △	350	450
While Sliding X	While Sliding □	125	175
While Sliding X X	While Sliding □ □	125	175
While Sliding X X X	While Sliding □ □ □	200	275
While Sliding X X X X	While Sliding □ □ □ □	200	275
While Sliding X X X X X	While Sliding □ □ □ □ □	250	325
While Sliding X Y	While Sliding □ △	250	325
While Sliding X Y X	While Sliding □ △ □	175	225
While Sliding X Y X X	While Sliding □ △ □ □	175	225
While Sliding X Y X X X	While Sliding □ △ □ □ □	175	225
While Sliding X Y X X X X	While Sliding □ △ □ □ □ □	275	350
While Sliding X Y X X X Y	While Sliding □ △ □ □ □ △	N/A	N/A
While Sliding X X → X	While Sliding □ □ → □	175	225
While Sliding X X → X X	While Sliding □ □ → □ □	200	275
While Sliding X X → X X X	While Sliding □ □ → □ □ □	200	275
While Sliding X X → X Y	While Sliding □ □ → □ △	250	325
While Sliding X X → X X Y	While Sliding □ □ → □ □ △	250	325
While Sliding X X Y	While Sliding □ □ △	250	325
While Sliding X X X Y	While Sliding □ □ □ △	250	325
While Sliding Y	While Sliding △	250	325
While Sliding Hit Y	While Sliding Hit △	175	225
While Sliding Y X	While Sliding △ □	175	225
While Sliding Y X X	While Sliding △ □ □	175	225
While Sliding Y X X X	While Sliding △ □ □ □	175	225
While Sliding Y X X X X	While Sliding △ □ □ □ □	275	350
While Sliding Y X X X Y	While Sliding △ □ □ □ △	N/A	N/A
While Landing X	While Landing □	175	225
While Landing Y	While Landing △	350	450
While Landing, 360 Circle Y	While Landing, 360 Circle △	75	100
During Shadowless Footsteps X	During Shadowless Footsteps □	75	100
During Shadowless Footsteps Y	During Shadowless Footsteps △	425	550
During Glide X	During Glide □	75	100
During Glide Y	During Glide △	425	550
During Counterattack X	During Counterattack □	250	300
During Counterattack X X	During Counterattack □ □	250	300
During Counterattack X X X	During Counterattack □ □ □	250	300
During Counterattack Y	During Counterattack △	275	350

NOTE

"While Sliding Hit" indicates that the slide must hit the enemy to perform the combo listed. "While Landing" indicates that the notation should be input as you land from a jump or some other aerial technique.

Damage is not listed for combos ending with an Izuna Drop because it automatically kills weaker enemies.

Blade of the Archfiend (Day 5)



Blade of the Archfiend

The Blade of the Archfiend is superior to the Dragon Sword and Jinran-Maru in almost every way. All of the Dragon Sword and Jinran-Maru combos inflict more damage with the Blade of the Archfiend, and there are combos that can only be done with the Blade of the Archfiend.

In addition, a few animations change when Hayabusa acquires the Blade of the Archfiend, such as the animation for the Izuna Drop. However, the notation remains the same.

Blade of the Archfiend Combos

Xbox 360 Notation	PlayStation 3 Notation	Damage
X X X X Y	□ □ □ □ △	325
X X X X Y X	□ □ □ □ △ □	225
X X X X Y X X	□ □ □ □ △ □ □	225
X X X X Y X X X	□ □ □ □ △ □ □ □	225
X X X X Y X X X X	□ □ □ □ △ □ □ □ □	350
X X X X Y X X X Y	□ □ □ □ △ □ □ □ △	N/A
Y Y	△ △	325
Y Y Y	△ △ △	325
While Running Y Y	While Running △ △	325
While Running Y Y Y	While Running △ △ △	325
Jump Y Y	Jump △ △	225
While Sliding Hit X	While Sliding Hit □	325
While Sliding Hit X X	While Sliding Hit □ □	225
While Sliding Hit X X X	While Sliding Hit □ □ □	225
While Sliding Hit X X X X	While Sliding Hit □ □ □ □	225
While Sliding Hit X X X X X	While Sliding Hit □ □ □ □ □	350
While Sliding Hit X X X X Y	While Sliding Hit □ □ □ □ △	N/A
While Sliding X X X X Y	While Sliding □ □ □ □ △	325
While Sliding X X X X Y X	While Sliding □ □ □ □ △ □	225
While Sliding X X X X Y X X	While Sliding □ □ □ □ △ □ □	225
While Sliding X X X X Y X X X	While Sliding □ □ □ □ △ □ □ □	225
While Sliding X X X X Y X X X X	While Sliding □ □ □ □ △ □ □ □ □	350
While Sliding X X X X Y X X X Y	While Sliding □ □ □ □ △ □ □ □ △	N/A
While Landing Y Y	While Landing △ △	325

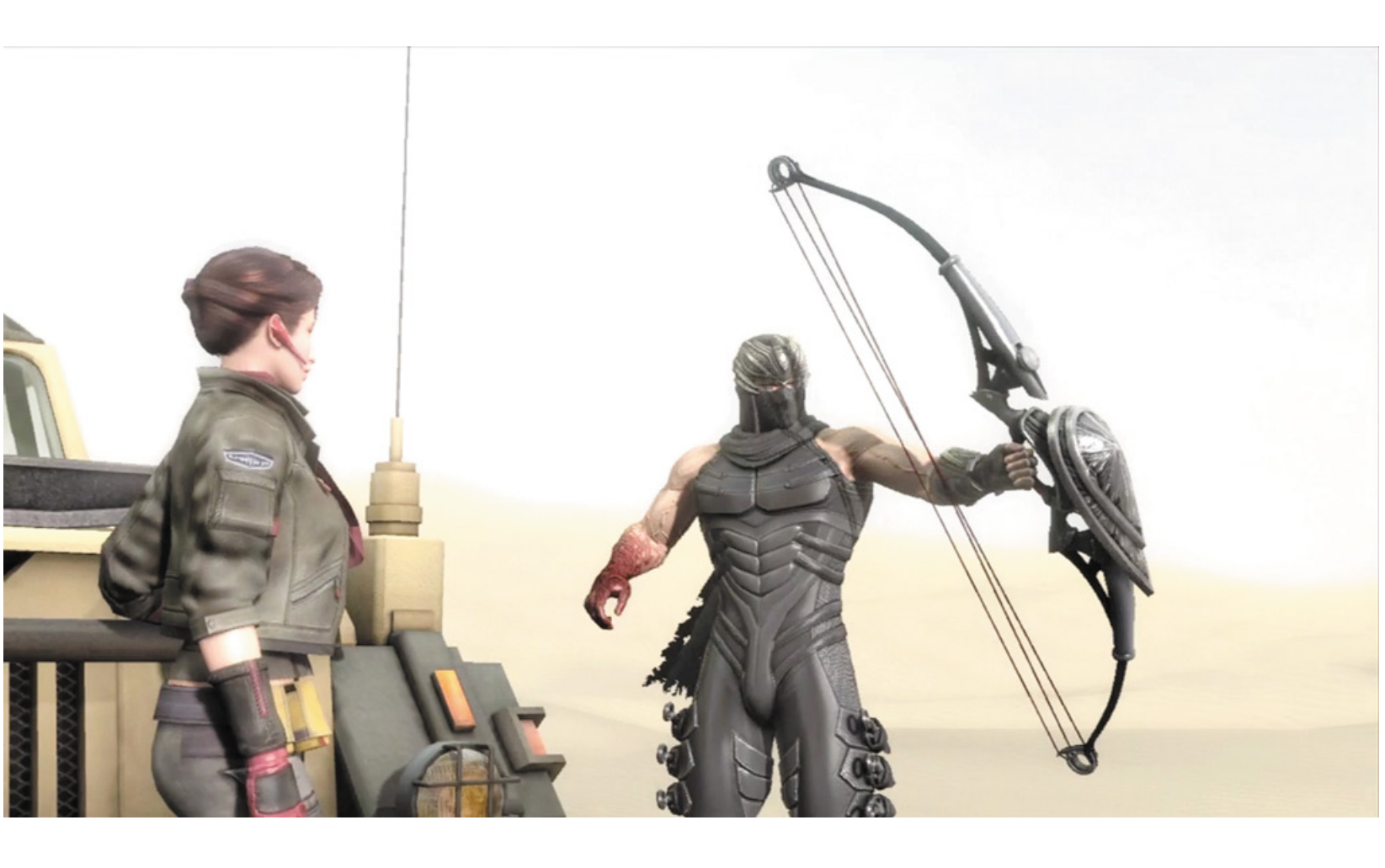
NOTE

"While Sliding Hit" indicates that the slide must hit the enemy to perform the combo listed. "While Landing" indicates that the notation should be input as you land from a jump or some other aerial technique.

Damage is not listed for combos ending with an Izuna Drop because it automatically kills weaker enemies.

Projectile Weapons

Bow (Day 2)/Explosive Bow (Day 3)



At the beginning of Day 2, Hayabusa gains the ability to use a bow. It is upgraded with explosive arrowheads during Day 3, which inflict slightly more damage. When you aim the bow, it automatically locks on to an enemy.

In most cases, the enemy selected is a long-range fighter, such as a Terrorist (Rocket Launcher) or Archer.

If Hayabusa jumps into the air and then aims his bow, it auto-locks and Hayabusa is generally safe from harm. Only one arrow can be shot in the air, but if you need to shoot more, simply jump again. This is almost always the best way to use the bow.

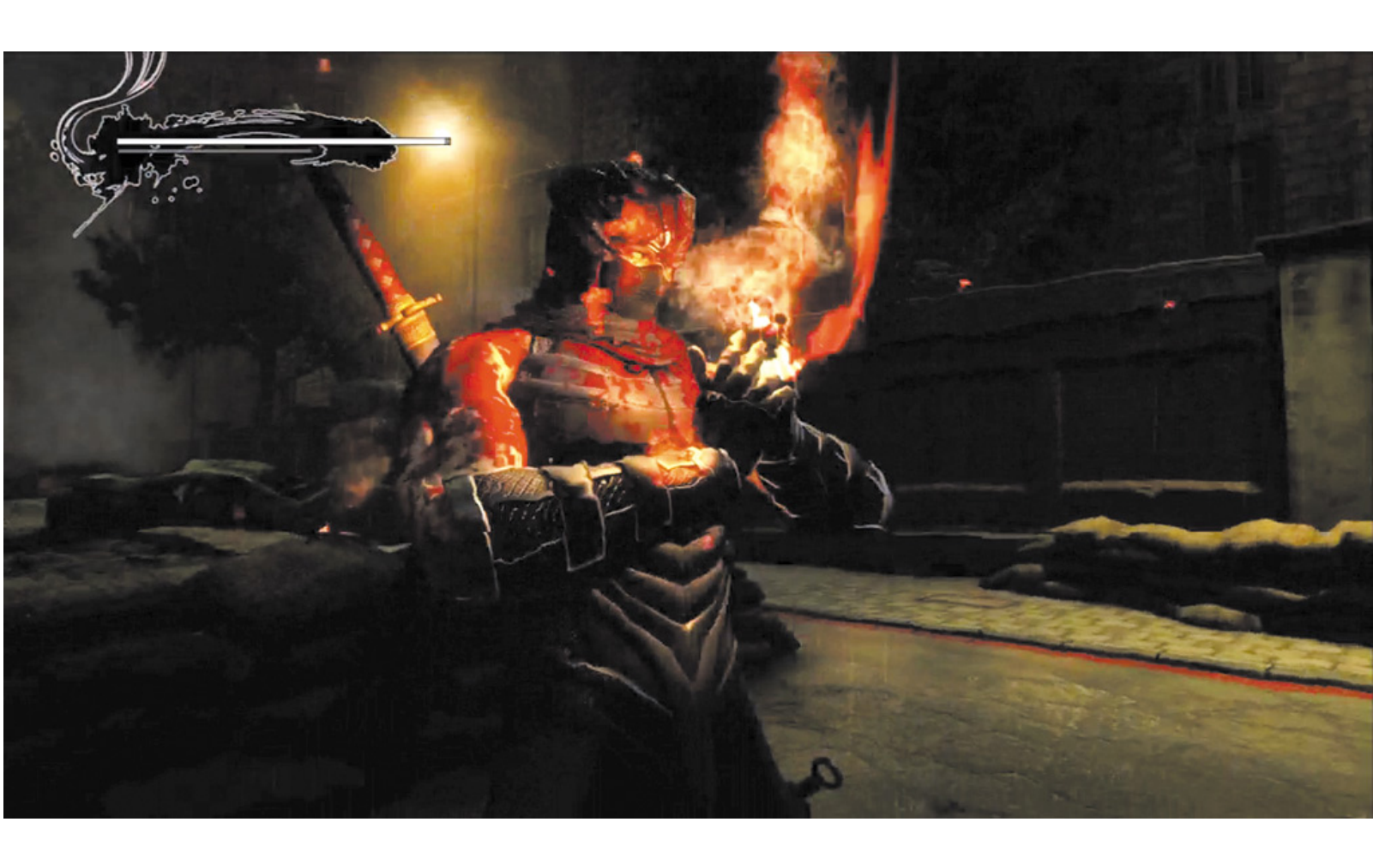
Shuriken

Hayabusa's shuriken are generally used to briefly stun an opponent or extend a combo for a higher karma score. Shuriken inflict very little damage and are not Hayabusa's main source of offense.

However, using a shuriken while running enables Hayabusa to dodge, which is a good evasive maneuver.

Ninpo Magic

Art of the Fire Dragon



In story mode, the use of Ninpo replenishes Hayabusa's Health Gauge. However, at the end of each battle his Health Gauge is replenished automatically. Because of this, it is important to manage the use of Hayabusa's Ninpo.

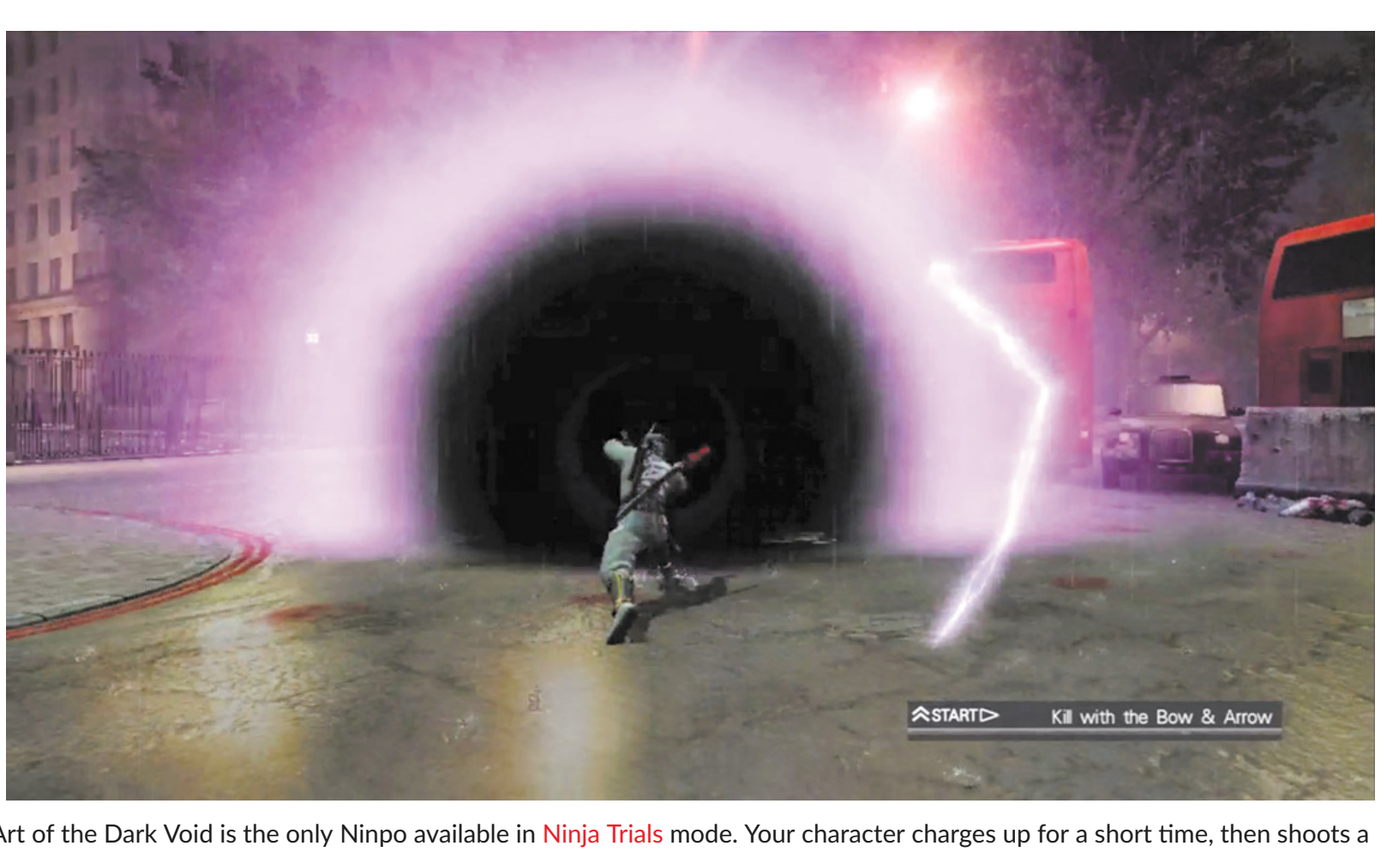
While it's easy to fill the Ki Gauge, then immediately use Ninpo, if only a few enemies remain and Hayabusa has plenty of health, Ninpo is not necessary.

In addition, the state of the Ki Gauge determines how much Hayabusa's Health Gauge increases in size. If you can end a battle with a full Ki Gauge, Hayabusa's Health Gauge will increase significantly more than if the battle ends with an empty Ki Gauge.

Unless otherwise stated in the Path of the Ninja chapter, it is highly recommended to save Hayabusa's Ninpo until he is near death. Think of it more as a health item, rather than the ability to clear all the enemies off the screen.

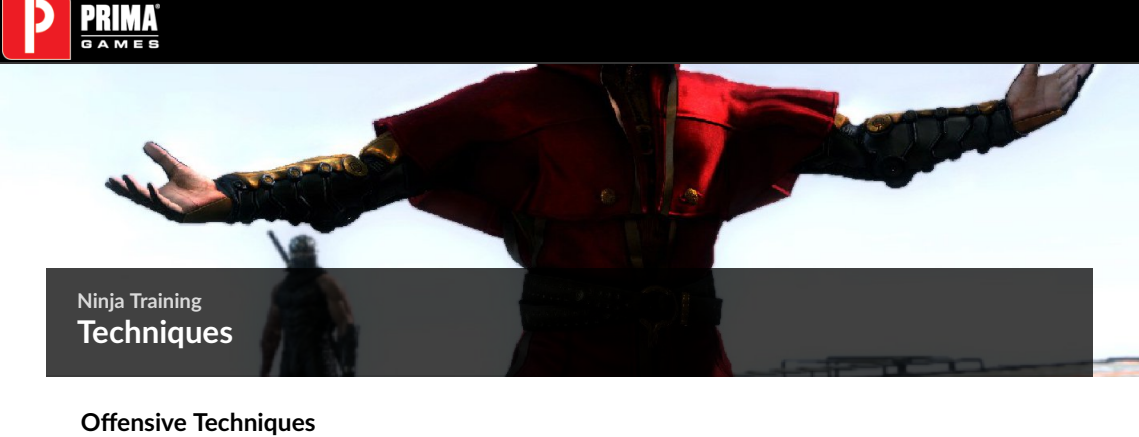
Art of the Dark Void

Use to set your target!
START Kill with the Bow & Arrow



Art of the Dark Void is the only Ninpo available in Ninja Trials mode. Your character charges up for a short time, then shoots a projectile that inflicts damage as it passes through enemies in a straight trajectory.

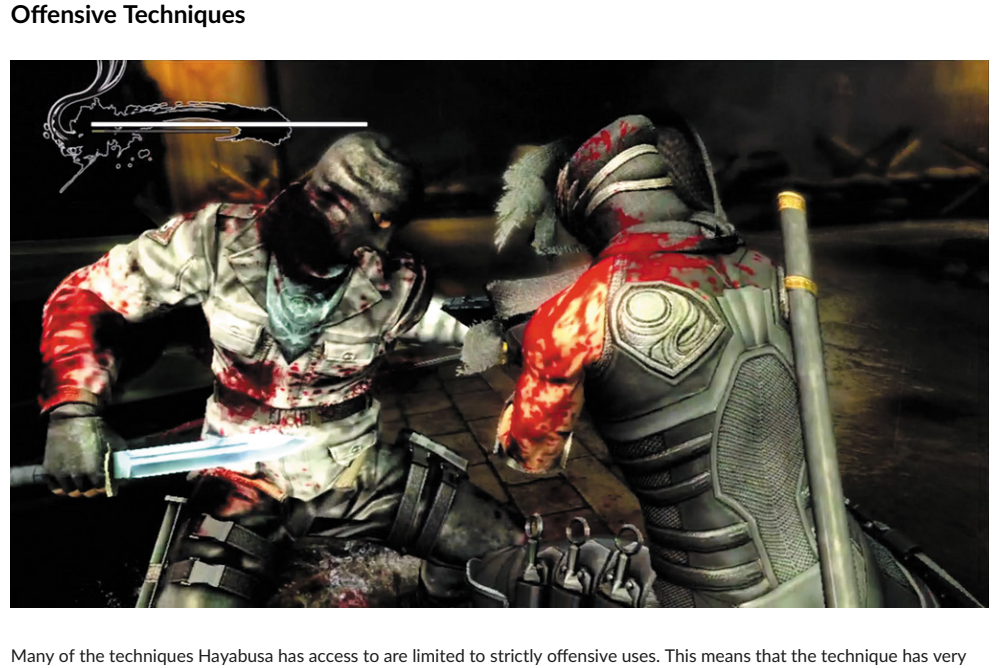
During the charging period, your character does not take any damage, and nearby enemies are hit by the power of the charge. Take this time to aim the Ninpo to ensure it hits the strongest enemy, or the highest number of enemies.



Ninja Training

Techniques

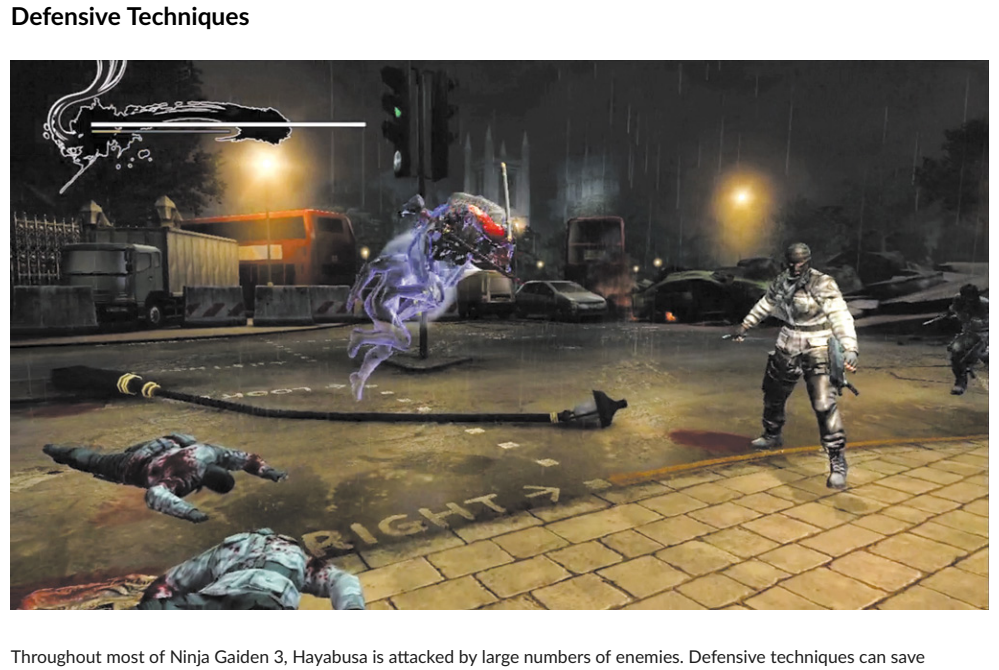
Offensive Techniques



Many of the techniques Hayabusa has access to are limited to strictly offensive uses. This means that the technique has very little defensive ability and should be used almost exclusively while attacking enemies.

There are some offensive techniques that can be used for defensive purposes, but in general, an offensive technique is used to inflict damage to an enemy.

Defensive Techniques



Throughout most of Ninja Gaiden 3, Hayabusa is attacked by large numbers of enemies. Defensive techniques can save Hayabusa's life. For the most part, defensive techniques enable Hayabusa to avoid an attack or, if surrounded by enemies, to retreat to a safer position.

Some defensive techniques also have the ability to damage an enemy, which can transition directly into an offensive technique.

Environmental Techniques

A few of Hayabusa's techniques do not serve a specific offensive or defensive purpose. These techniques fall into the environmental category. In many cases, Hayabusa is required to use an environmental technique to continue your progress through the game.

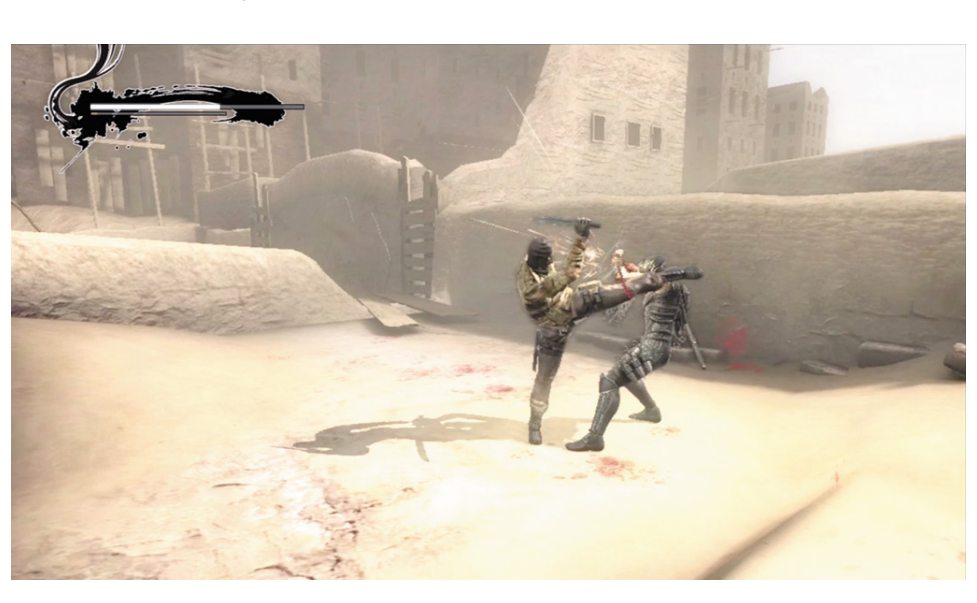
If you're stuck and unable to progress, more than likely one of the environmental techniques must be used to further Hayabusa's journey.

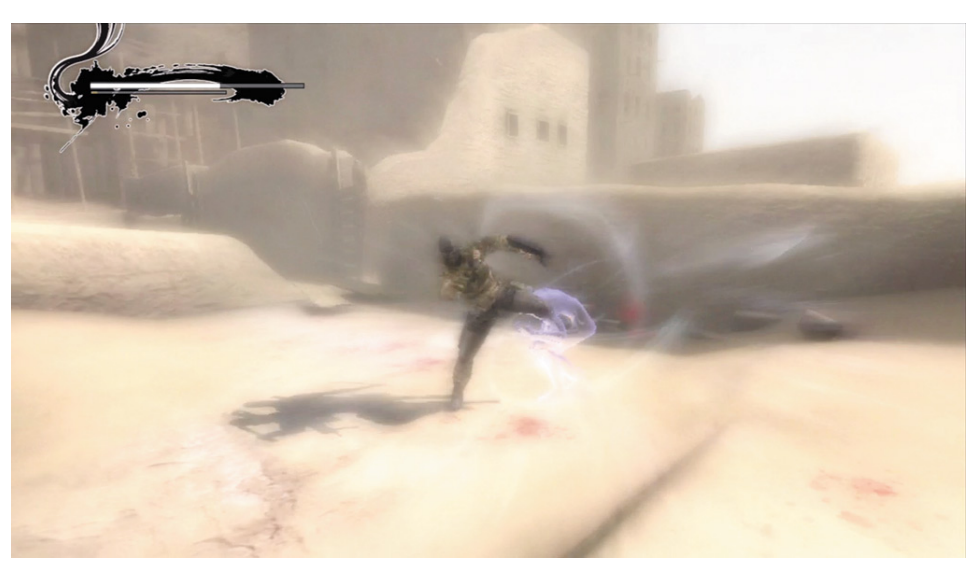
Technique Effectiveness

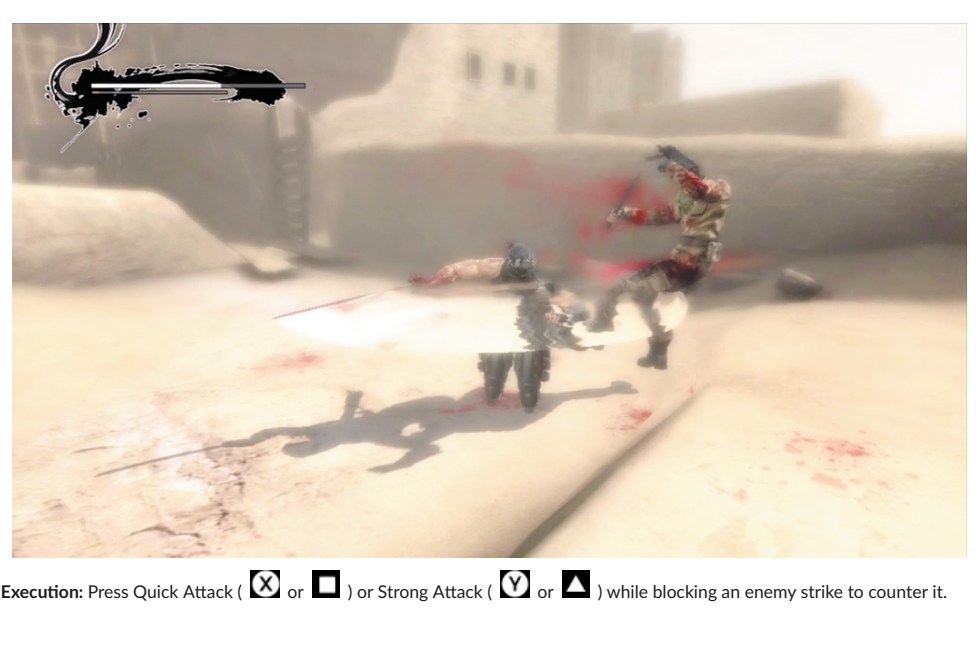
There are a wide range of techniques in Ninja Gaiden 3. Some are new, while others have made the transition from previous games. Highly effective techniques work well in almost any situation.

Moderately effective techniques work well more often than not, but there are generally better techniques that can be used. Techniques with low effectiveness are generally very limited in their usefulness.

Counterattack Technique







Execution: Press Quick Attack (X or ■) or Strong Attack (Y or ▲) while blocking an enemy strike to counter it.

Type: Defensive

Effectiveness: Moderate

While not as effective as in previous games in the series, the Counterattack Technique is a good tool for master ninjas. If this defensive technique is mistimed, Hayabusa is vulnerable to attack for a brief period.

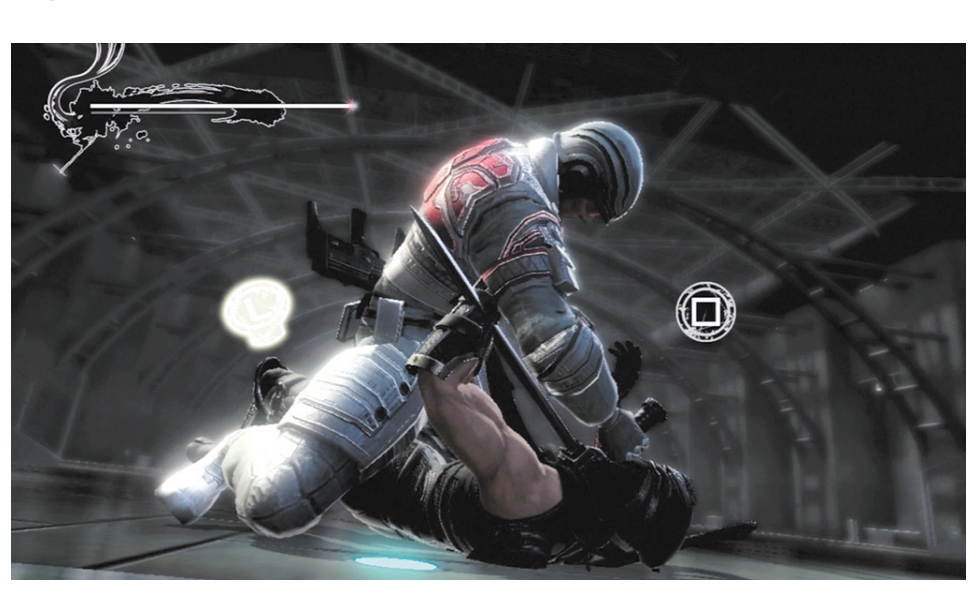
In previous Ninja Gaiden games the reward of successfully connecting with the technique far outweighed the risk of getting hit if it was mistimed.

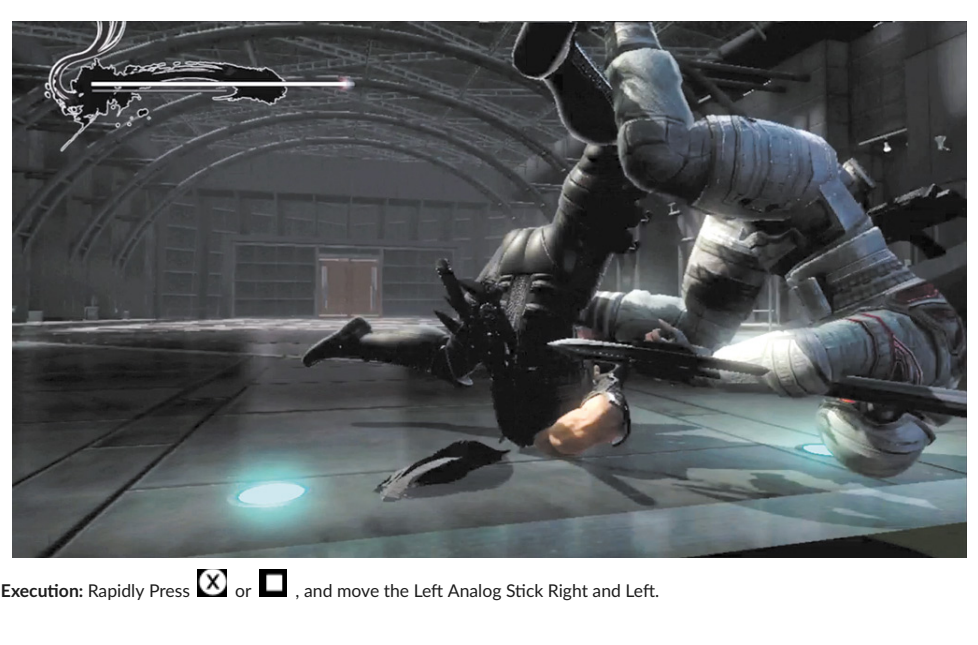
However, in Ninja Gaiden 3 the risk is much higher because a single enemy attack has the potential to drain a significant amount of Hayabusa's health.

The Counterattack Technique requires precise timing. If you attempt to use this technique too early, you will be vulnerable to attack. Likewise, if you execute the technique too late, you will not be able to initiate a counterattack.

Practice this technique during the early days of the game to perfect the timing. It is best used against a small number of enemies. In larger groups, the longer Hayabusa remains stationary, the higher the risk of being grabbed by an enemy.

Escape





Execution: Rapidly Press X or ■ , and move the Left Analog Stick Right and Left.

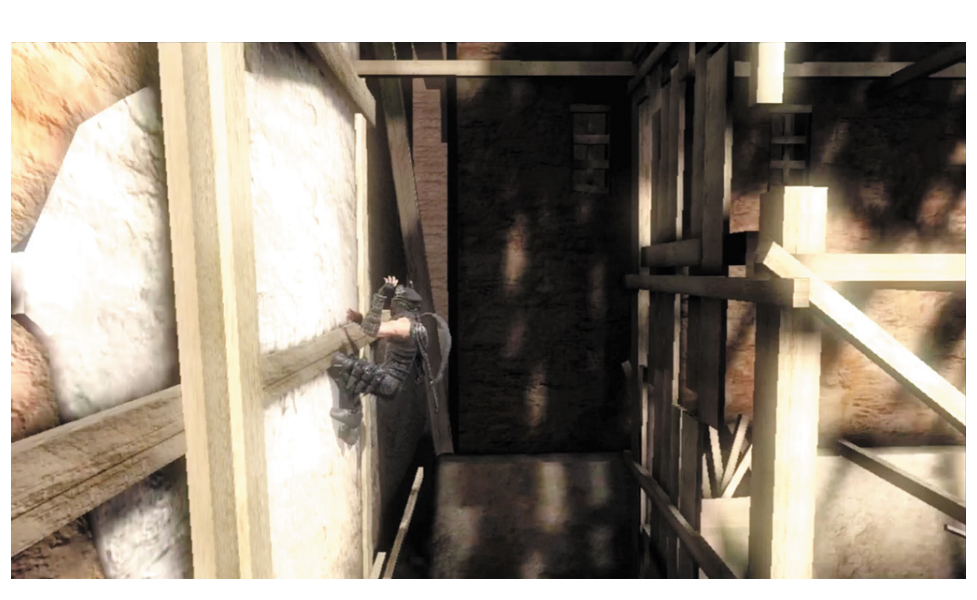
Type: Defensive

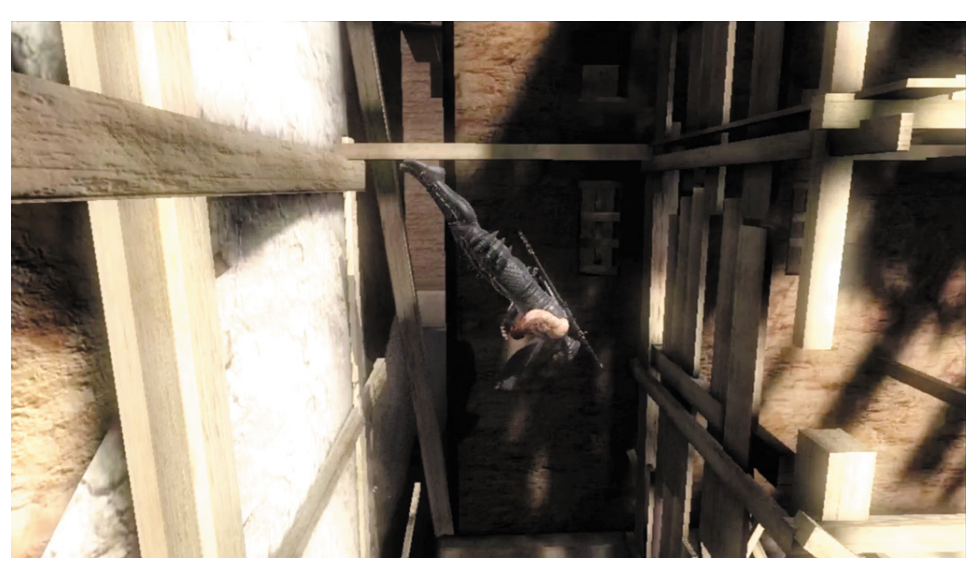
Effectiveness: Low

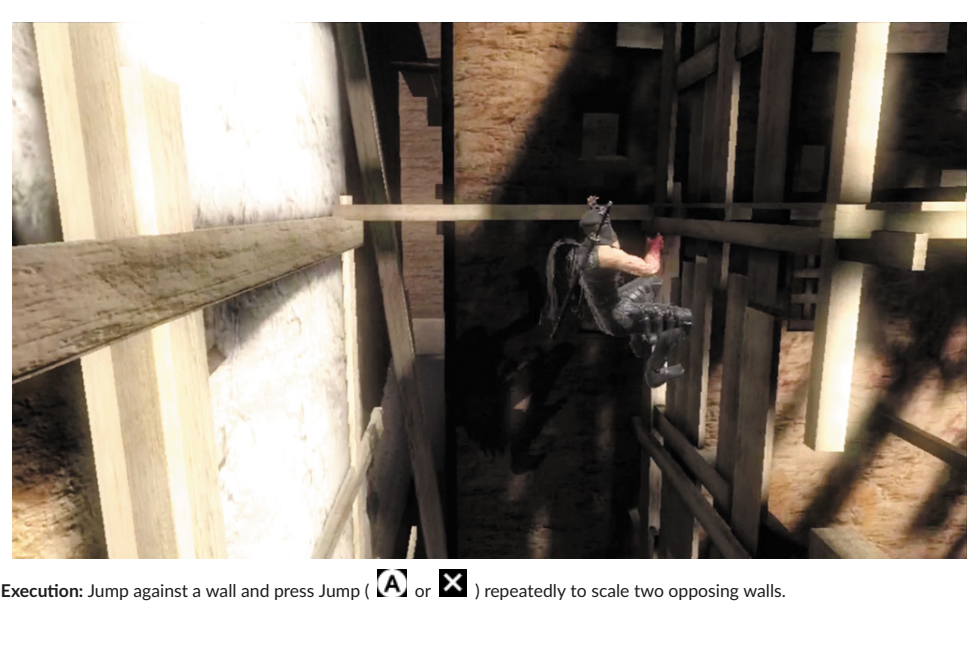
Many of the enemies Hayabusa encounters throughout Ninja Gaiden 3 use grabbing techniques that cannot be blocked. However, in some instances, it is possible to escape the grab and minimize the damage inflicted.

Unfortunately, not all grabs can be escaped by this technique, especially grabs from stronger enemies.

Flying Bird Flip







Execution: Jump against a wall and press Jump (A or X) repeatedly to scale two opposing walls.

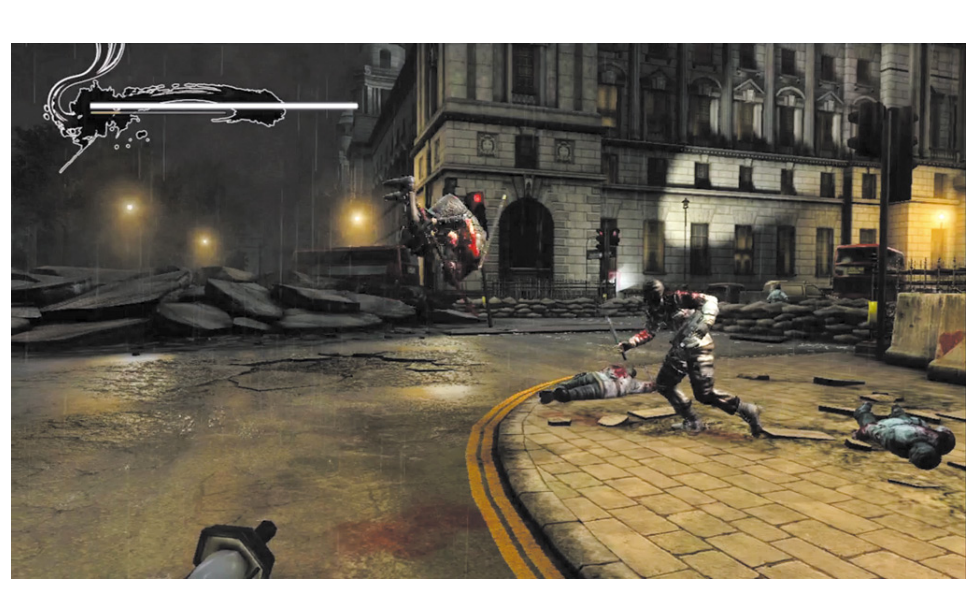
Type: Environmental

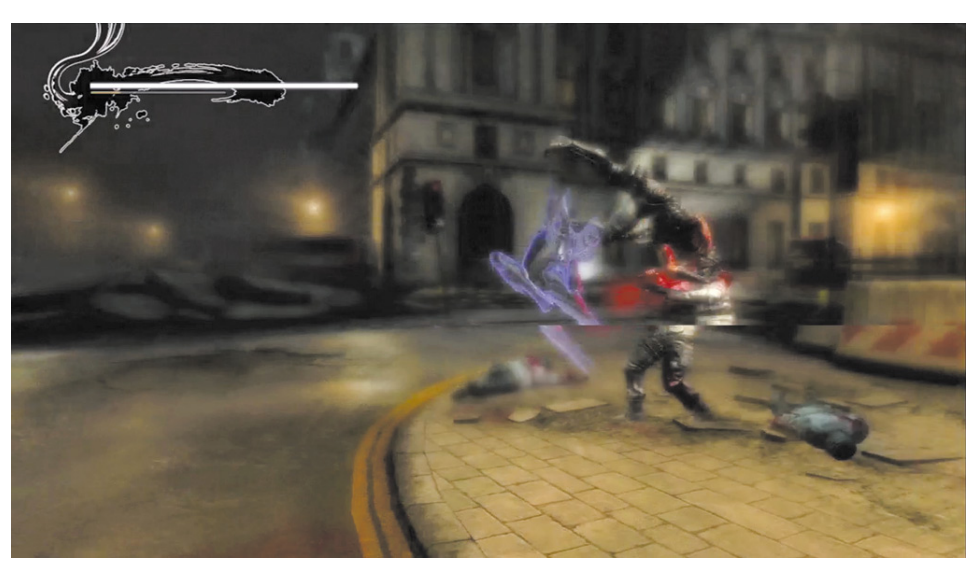
Effectiveness: High

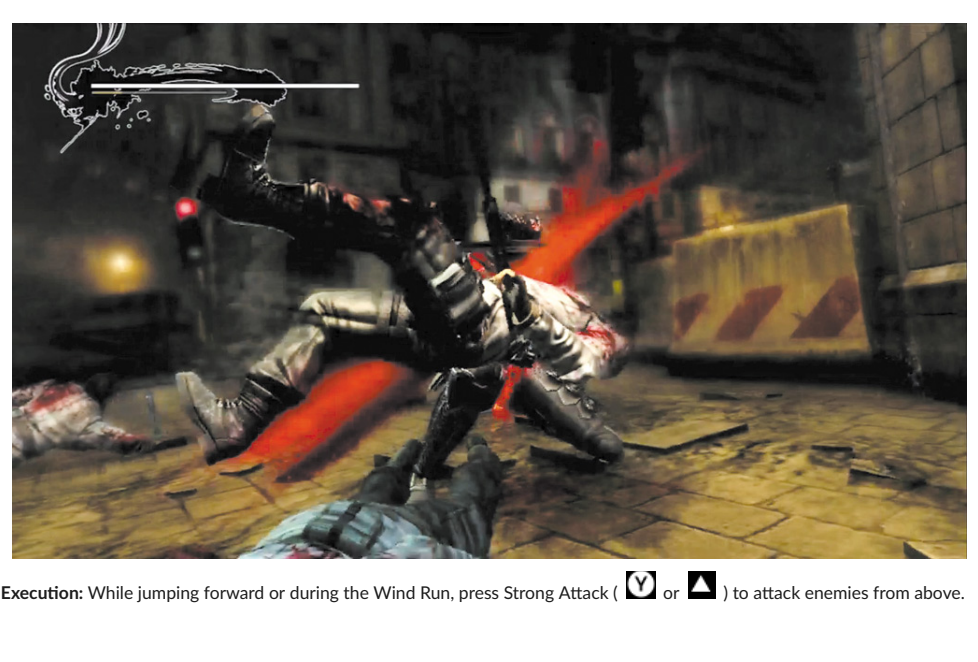
The Flying Bird Technique has become a staple of the Ninja Gaiden series. Its sole purpose is to let Hayabusa reach higher ground and progress through an area. The technique is primarily used in narrow, vertical corridors.

In some cases, you can avoid fighting enemies by using the Flying Bird Technique to leave them behind and continue advancing through the area.

Flying Swallow Technique







Execution: While jumping forward or during the Wind Run, press Strong Attack (Y or ▲) to attack enemies from above.

Type: Offensive

Effectiveness: Moderate

In the past, the Flying Swallow Technique was one of Hayabusa's best and most reliable attacks. However, in Ninja Gaiden 3 it's really only effective against weaker enemies. Even in these instances, it's often better to use the Izuna Drop instead.

Early on in the game, the Flying Swallow Technique kills most enemies with a single attack. However, as Hayabusa progresses further and further into the game, enemies block the attack more and more.

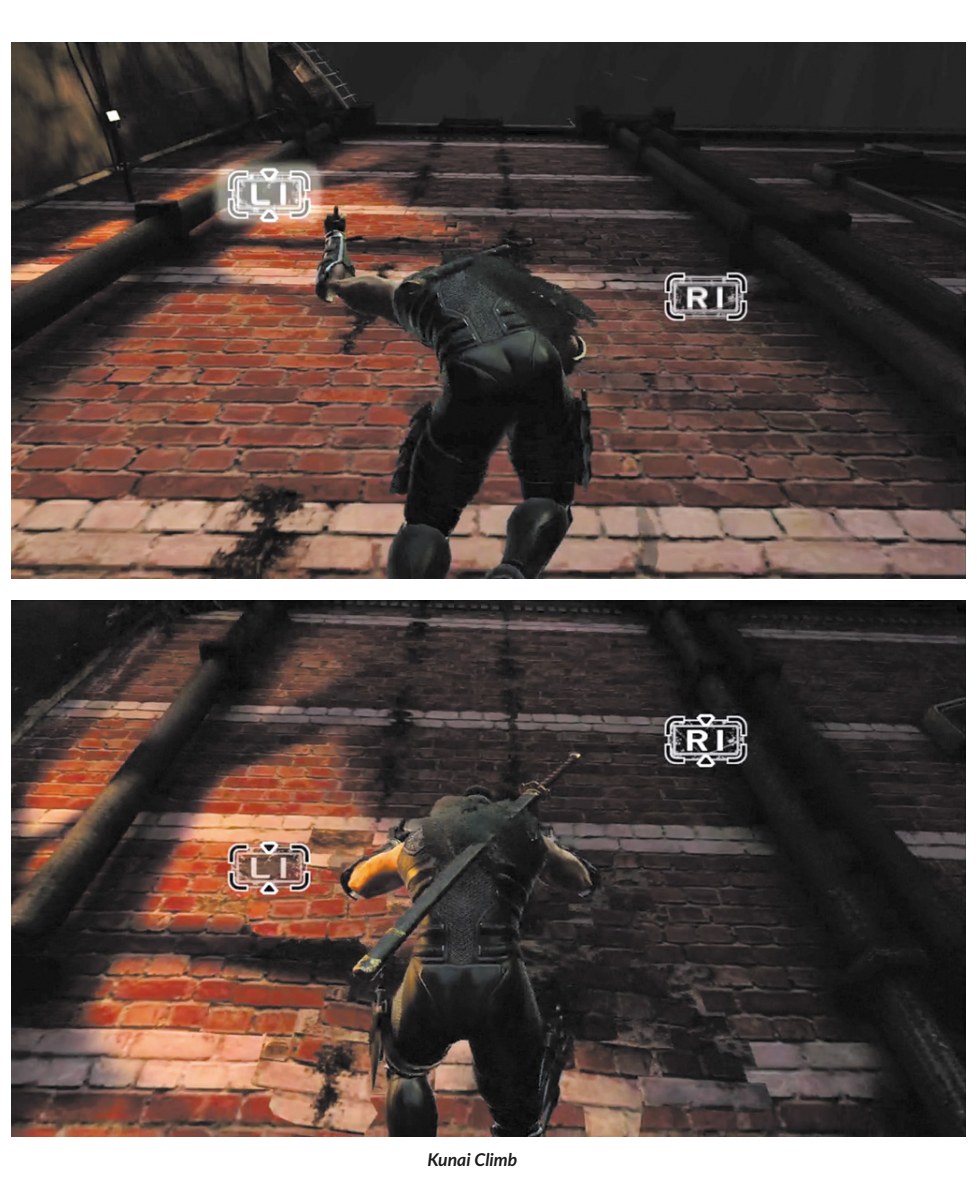
If this happens, wait until the enemy is in the middle of an attack to use this technique to ensure they cannot block it. Against tougher enemies, the damage inflicted is minimal compared to many of Hayabusa's other attacks.

When Hayabusa has the Dragon Sword and Jinran-Maru (Hayate's Sword), only one Flying Swallow Technique can be used at a time. However, when he upgrades to the Blade of the Archfiend, he gains the ability to use the technique twice if the first attempt is blocked.

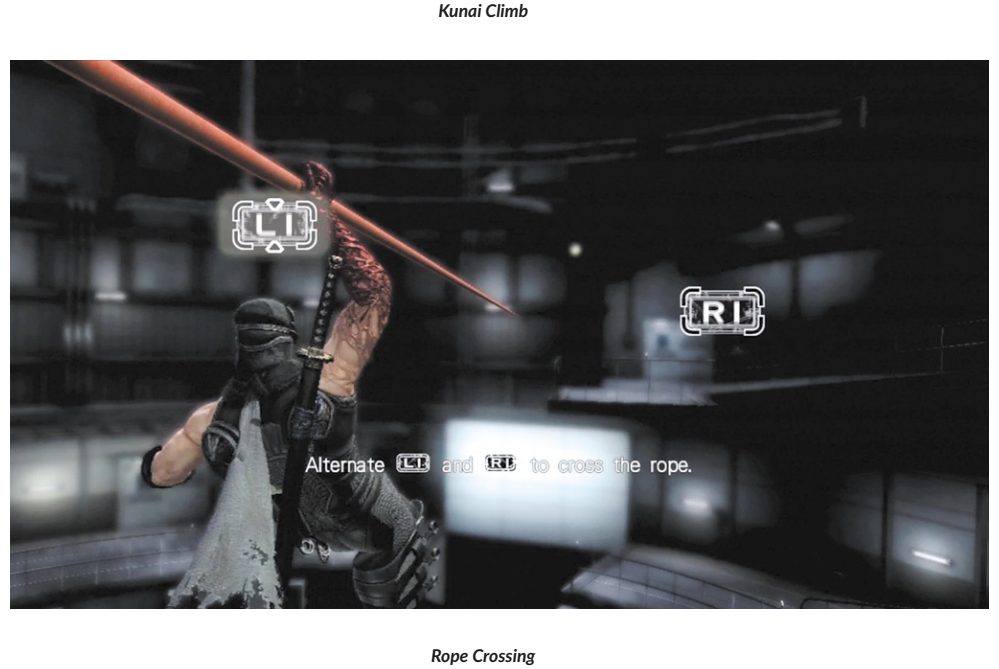
Hayabusa is vulnerable during the initial jump, however, if you use the Wind Run Technique, it is very difficult for Hayabusa to be hit. In addition, the Wind Run almost always moves Hayabusa in the direction of an enemy.

This means you do not have to move the camera to ensure Hayabusa jumps toward an enemy before executing the Flying Swallow.

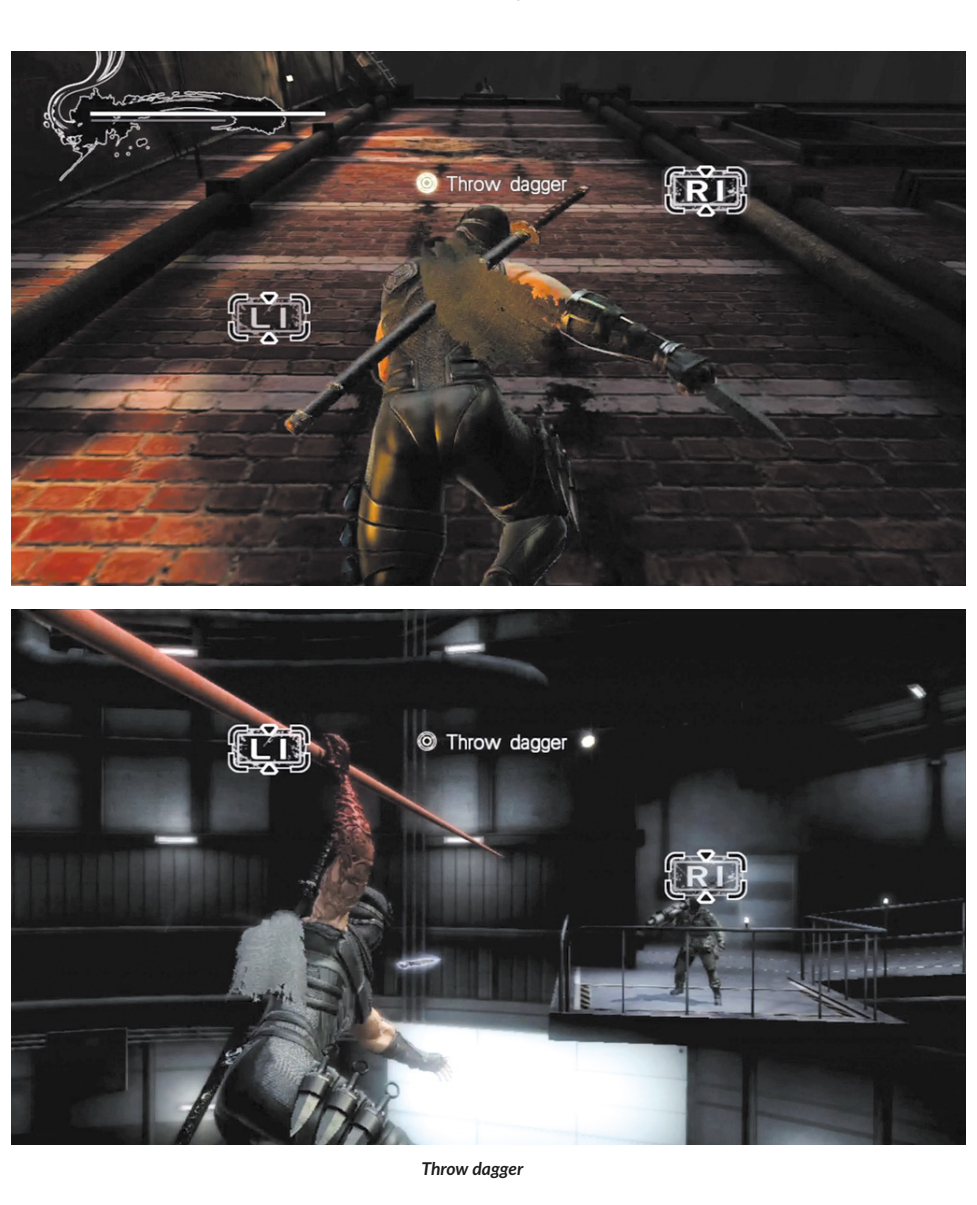
Kunai Climb and Rope Crossing



Kunai Climb



Rope Crossing



Throw dagger

Execution: Hold L1 and R1 or LT and RT , then alternate between them.

Type: Environmental

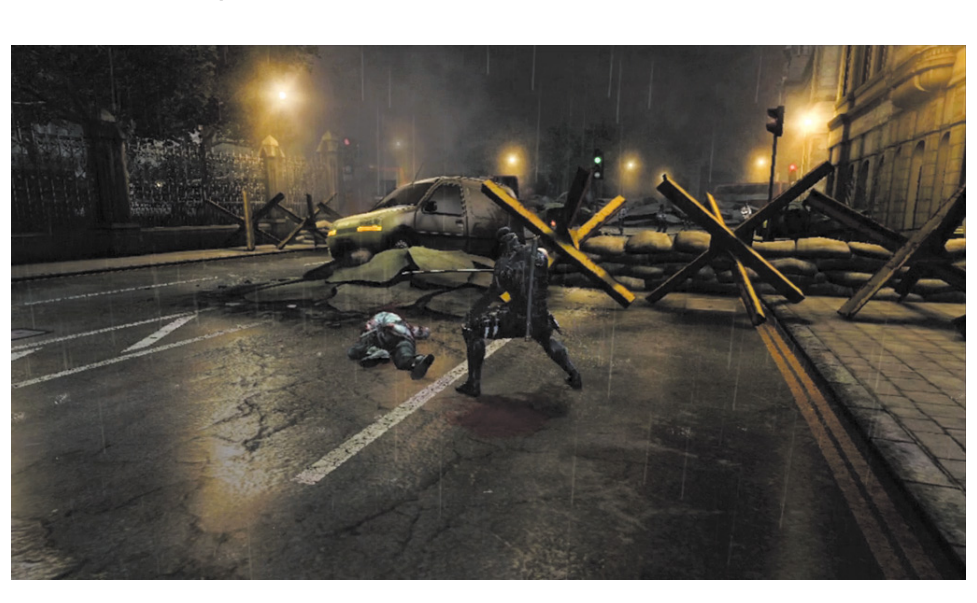
Effectiveness: High

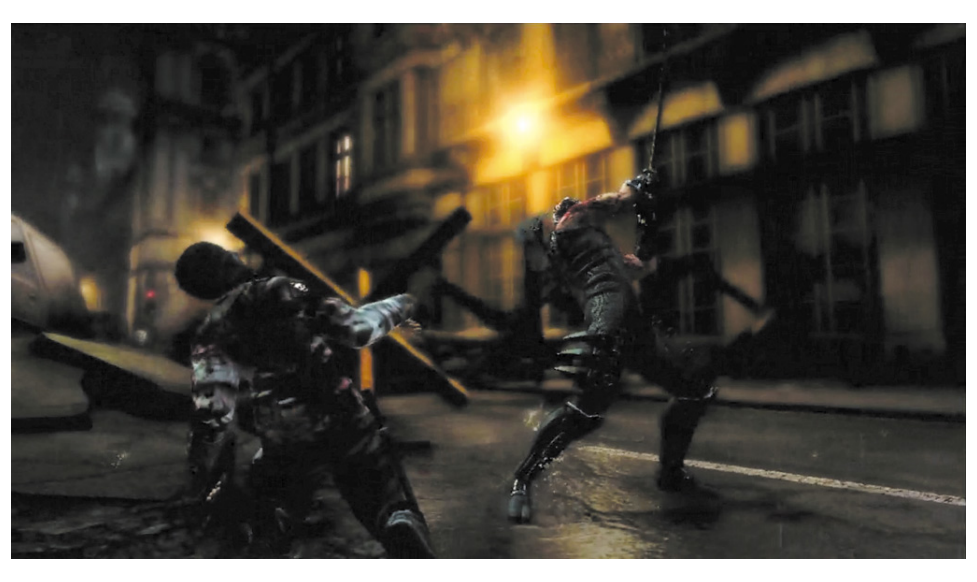
When there is a long crevases to cross, or a wall that must be climbed, Hayabusa has the ability to use his Kunai to climb almost any surface, or use his ninja skills to traverse a rope.

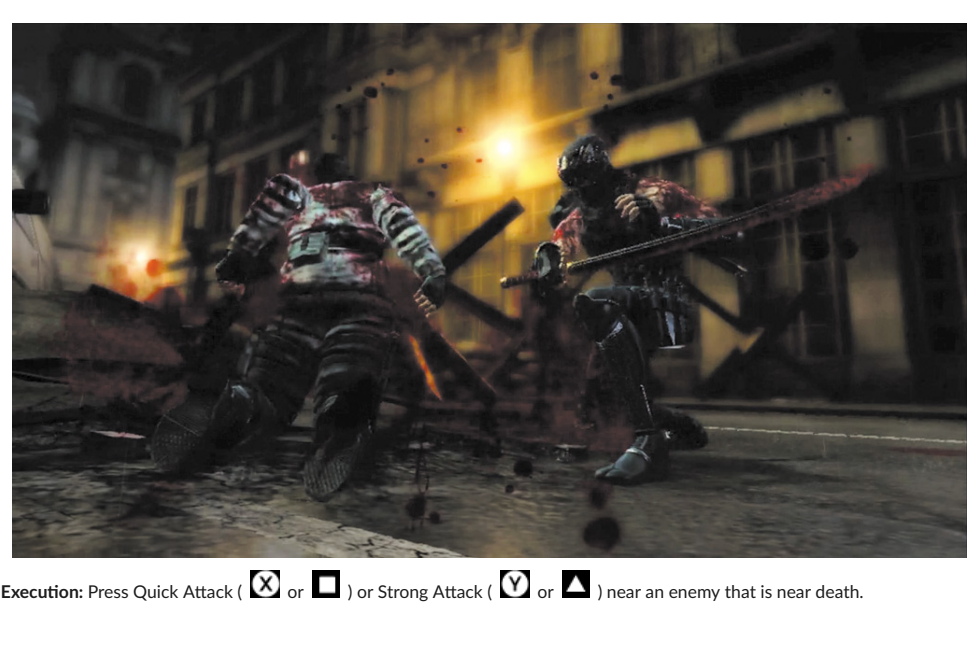
Jump on the wall or rope, then alternate between L1 and R1 or LT and RT , holding each button for a split second before releasing and shifting to the other button.

It can be moderately tricky at first, but once you get the timing down it becomes much easier. If an enemy appears, throw daggers at them by pressing B or ✥ , and if Hayabusa is knocked off or loses his grip, hold L1 and R1 or LT and RT to grab the rope again or cling to the wall once more.

Obliteration Technique







Execution: Press Quick Attack (X or ■) or Strong Attack (Y or ▲) near an enemy that is near death.

Type: Offensive

Effectiveness: Moderate

The Obliteration Technique is not as useful as it was in previous games, but to make up for that, it now offers an added bonus. In past Ninja Gaiden games, the Obliteration Technique could be used to finish off an opponent in one fell swoop.

It saved time and opened up alternative strategies when Hayabusa faced a large group of enemies. In Ninja Gaiden 3 it can only be used when an enemy has been defeated.

For example, after an Izuna Drop, most enemies are essentially dead, but still crawl around on the ground for a few seconds. If Hayabusa does nothing at this point, the enemy eventually dies.

Despite that the Obliteration Technique can be used only on near-death opponents, it retains its best property and gains a new benefit. As in previous games, during the animation of the Obliteration Technique, Hayabusa is completely invulnerable to attack.

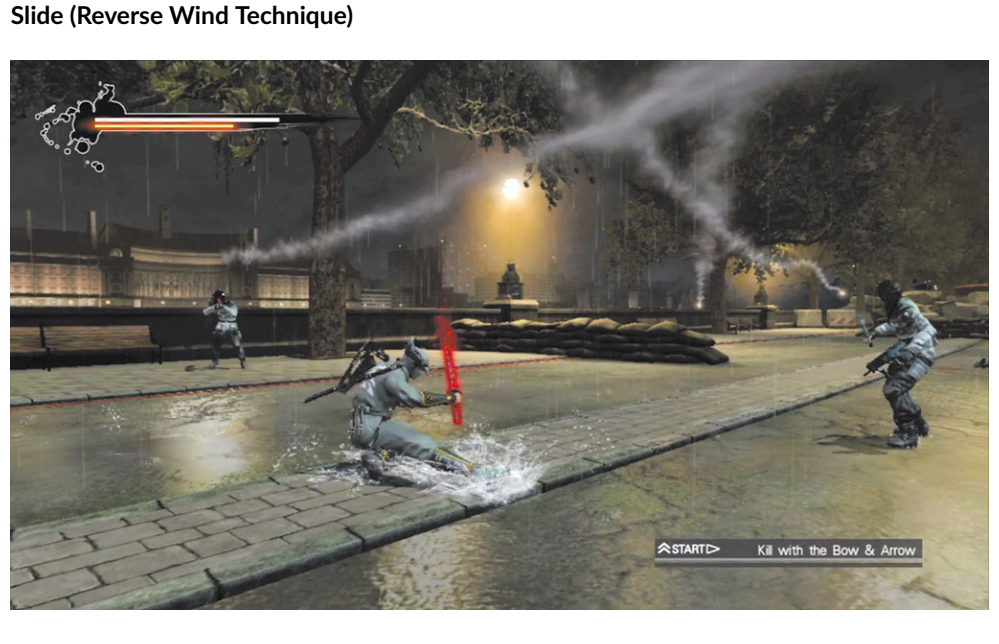
He cannot be attacked and the animation cannot be interrupted, which essentially makes Hayabusa invincible for a short period.

In Ninja Gaiden 3, Hayabusa's Ki Gauge controls when he can use Ninpo. The more attacks Hayabusa connects, the more the Ki Gauge fills.

Obliteration Techniques are included in this formula, which means that finishing off as many enemies as possible with an Obliteration Technique gives Hayabusa access to Ninpo that much faster.

Using Ninpo also replenishes Hayabusa health, which makes Obliteration Techniques even more valuable.

Slide (Reverse Wind Technique)



Execution: Block (LT or L1) + Left Analog Stick

Type: Defensive

Effectiveness: Moderate

The Reverse Wind Technique has changed considerably since Ninja Gaiden Sigma 2. In Ninja Gaiden 3, it takes on the form of a sliding attack. It covers more ground and inflicts a slight stun on most enemies.

Some lesser enemies, such as Light Shell Bug can even be defeated by this technique. It is also Hayabusa's fastest form of movement and should be a staple technique you use throughout the game.

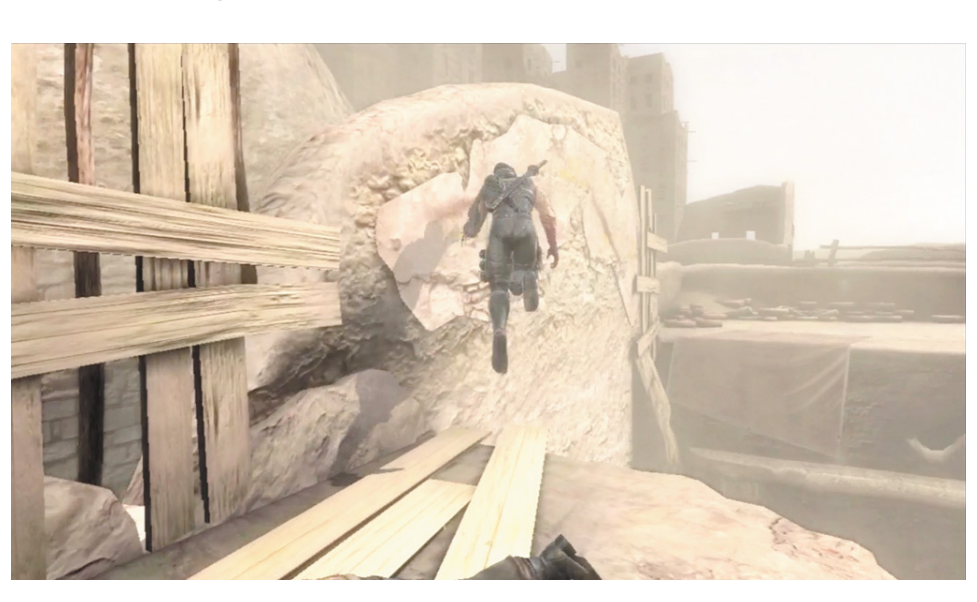
Enemies that use projectile attacks generally try to stay away from Hayabusa. The Reverse Wind allows him to avoid projectile attacks and close in on enemies for an attack.

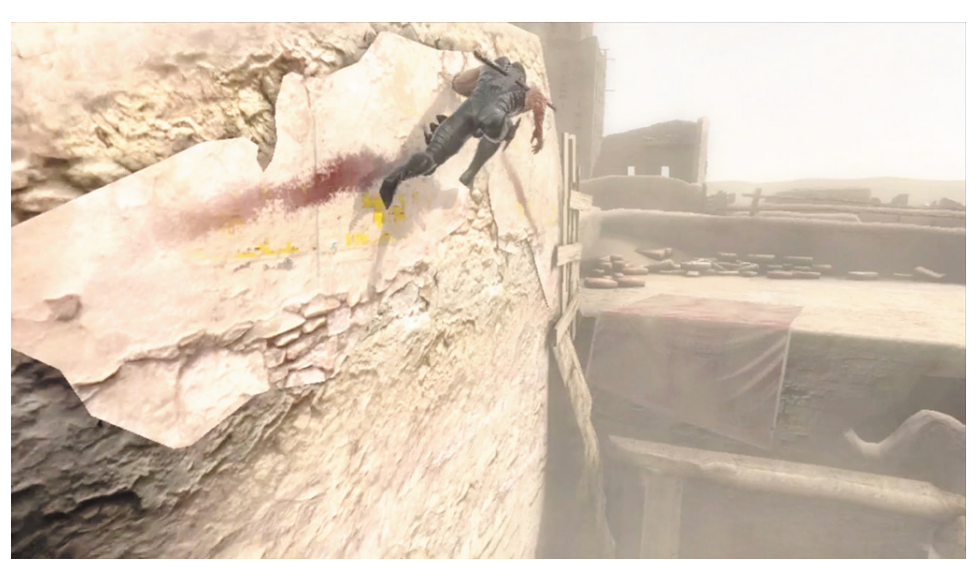
There's a very slight delay after each Reverse Wind, at which point Hayabusa can be attacked. It's important to be aware of the enemies around Hayabusa to ensure that he does not take damage after using this technique.

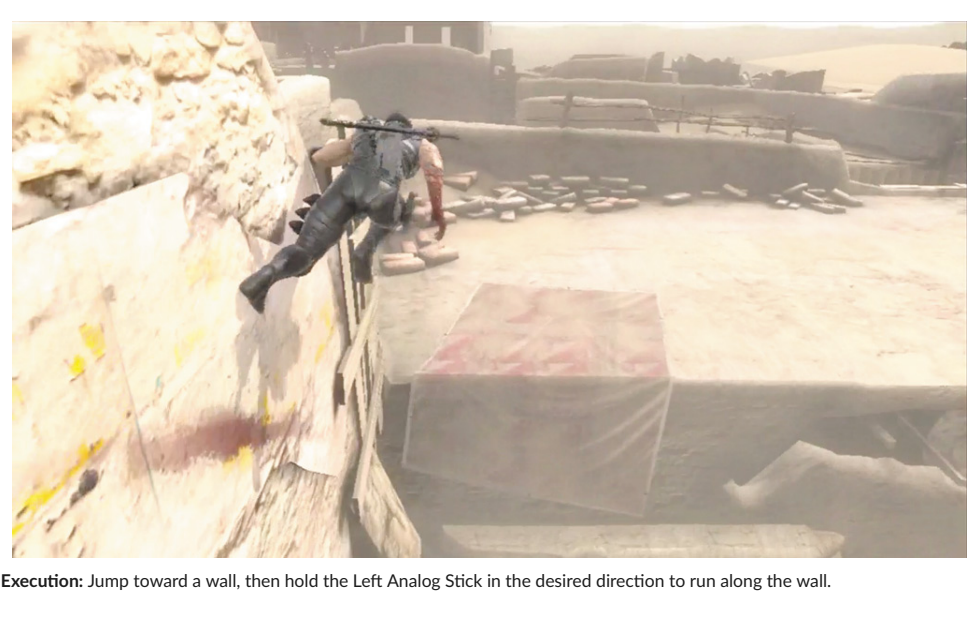
Immediately following a Reverse Wind, Hayabusa gains access to different attacks than what he has from a normal standing position. His Quick Attack hones in on the closest enemy and has considerably more range than normal.

His Strong Attack launches most enemies into the air, just like the second attack of the Izuna Drop combo. Use the post-Reverse Wind Quick Attack to attack enemies from a great distance, and use the Strong Attack to initiate an Izuna Drop.

Shadowless Footsteps







Execution: Jump toward a wall, then hold the Left Analog Stick in the desired direction to run along the wall.

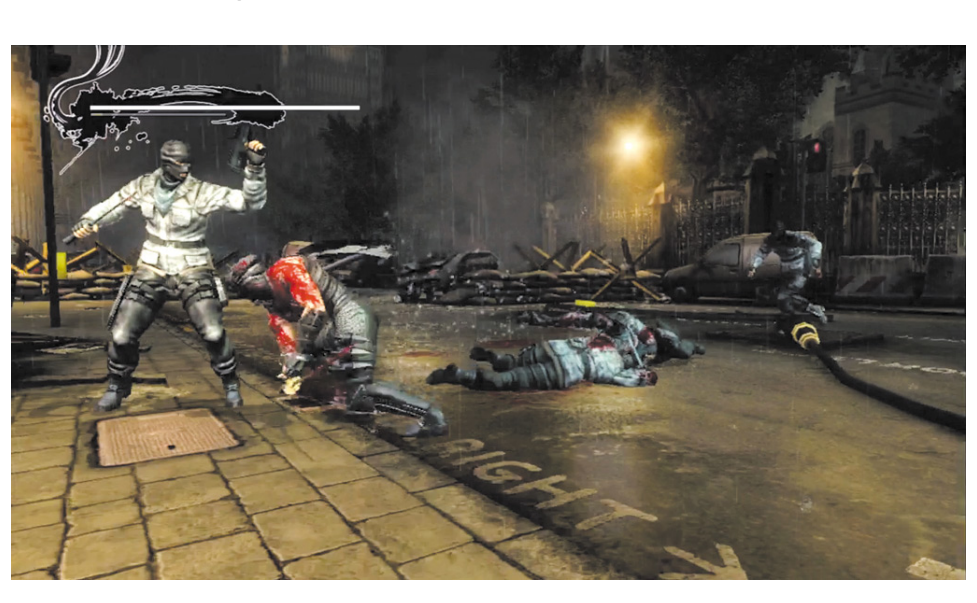
Type: Environmental

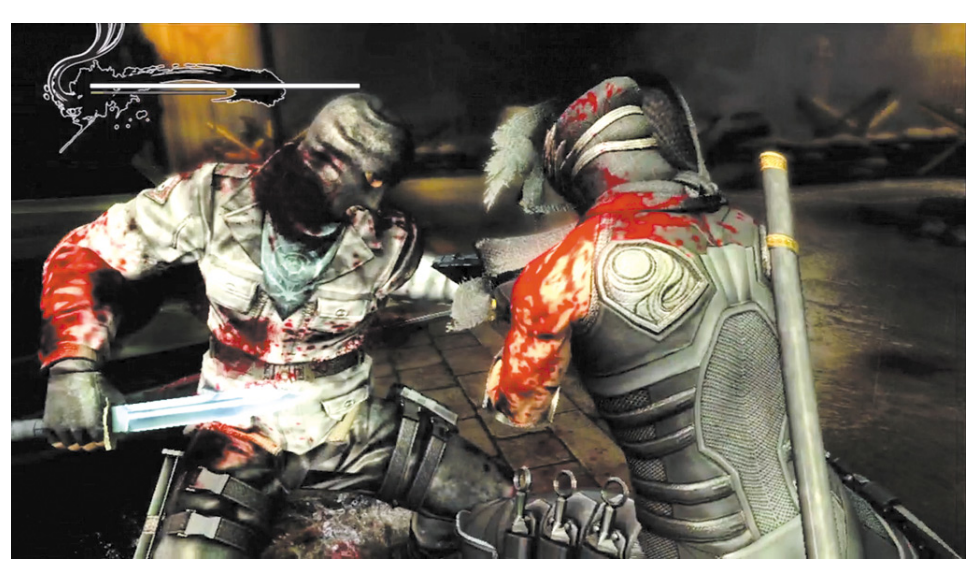
Effectiveness: Low

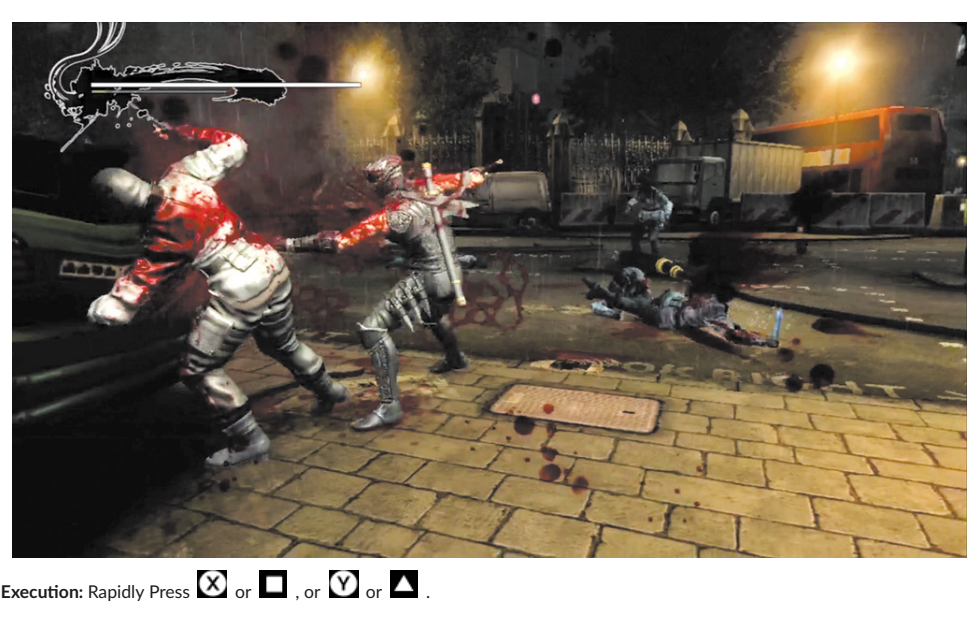
When Hayabusa must cross an area that he cannot jump across, the Technique of Shadowless Footsteps must be used. Hayabusa runs along the wall for a short distance, which can also be used as a defensive tool to evade enemies or gain the advantage of the high ground.

Hayabusa can jump at any time during Shadowless Footsteps, which can lead into any of his aerial attacks, including the Flying Swallow. However, in most cases, this technique is used to continue through the game when Hayabusa reaches a crevasse of some sort.

Steel on Bone Technique







Execution: Rapidly Press X or ■ , or Y or ▲ .

Type: Offensive

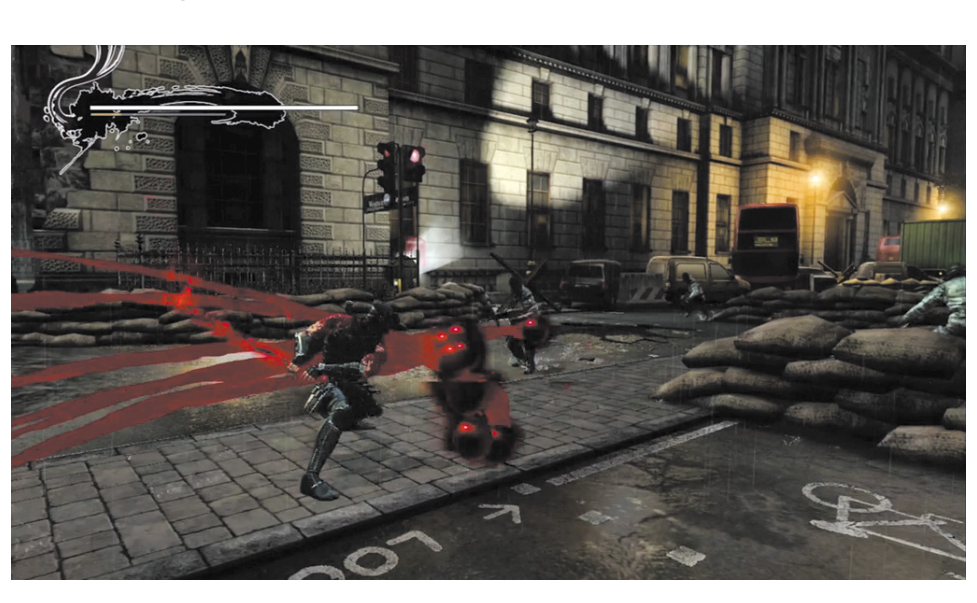
Effectiveness: High

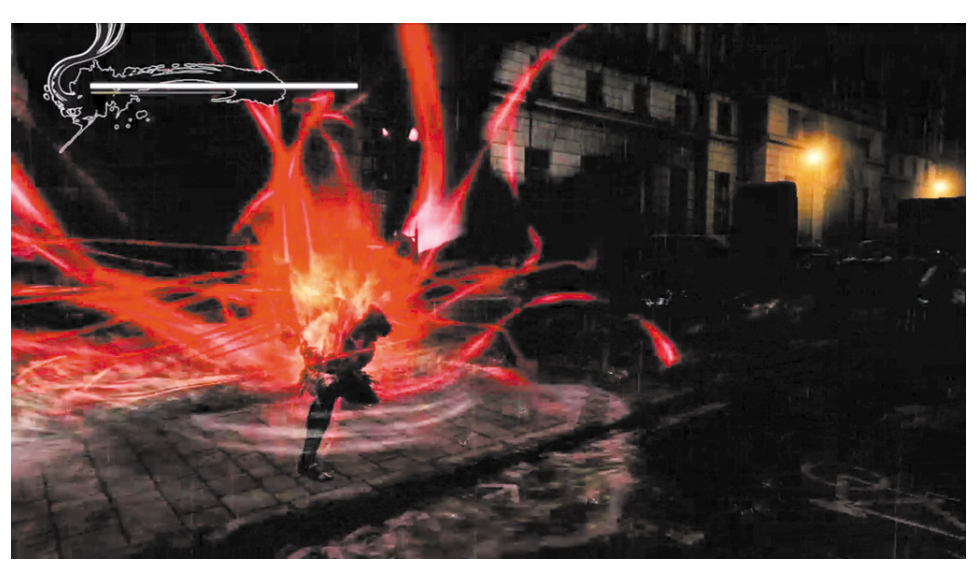
The Steel on Bone technique is a way to quickly kill several enemies in rapid succession. The execution of a Steel on Bone technique is random, but has a higher chance of initiating as an enemy's health decreases.

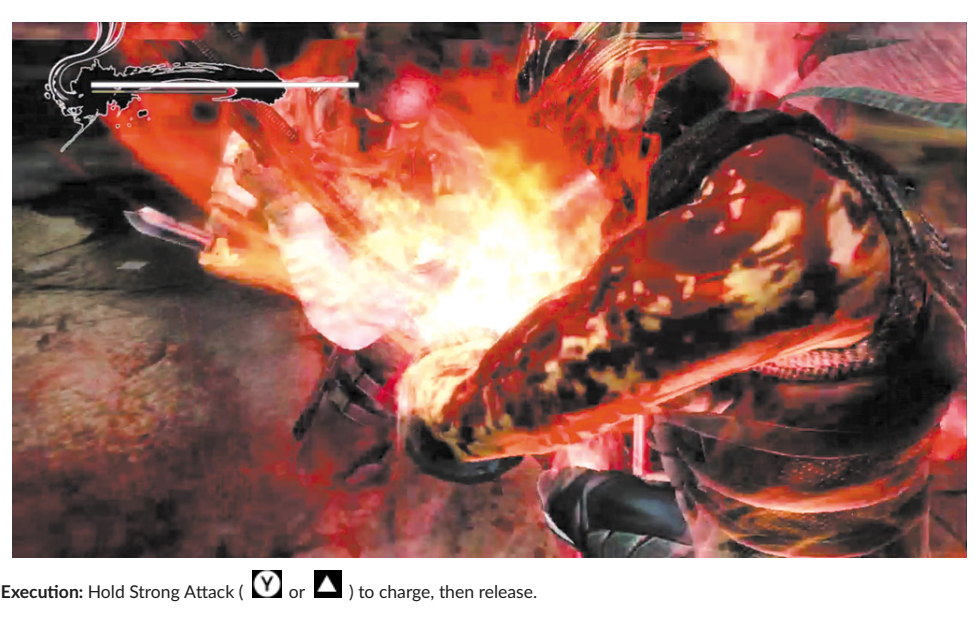
After a successful Steel on Bone technique, the next attack will automatically be another Steel on Bone if a second enemy is close enough to Hayabusa.

This is a great way to take out multiple enemies at once if they're in close proximity to one another. In some cases, additional button inputs may appear on-screen in order to complete a Steel on Bone technique.

Ultimate Technique







Execution: Hold Strong Attack (Y or ▲) to charge, then release.

Type: Offensive

Effectiveness: High

One of the strongest techniques from previous Ninja Gaiden games returns in Ninja Gaiden 3. The Ultimate Technique is extremely useful, but you must be cautious because Hayabusa can take damage while charging the technique, and it can be interrupted by some attacks.

When Hayabusa has killed enough enemies, his sword or arm glows red. When this happens, hold Strong Attack until the aura of the curse swirls around Hayabusa, then release the button to unleash his fury.

If Hayabusa is interrupted while charging the attack, it is lost and he must kill more enemies before he can use the attack again.

However, only stronger attacks, such as grabs or an attack that would normally knock Hayabusa back, can interrupt an Ultimate Technique. Any other attack will still inflict damage on Hayabusa, but will not interrupt the Ultimate Technique.

The number of attacks necessary to reach an Ultimate Technique and the number of enemies Hayabusa kills during the technique vary, depending on the weapon he's currently using, the state of the curse on his arm, and the difficulty setting.

With the Dragon Sword or Jinran-Maru, it can kill up to three enemies, but with the Blade of the Archfiend, Hayabusa can kill up to five enemies with an Ultimate Technique.

As he progresses through the game, it requires fewer kills to use an Ultimate Technique and the technique kills more enemies. In Ninja Trials mode, it always takes six kills to activate an Ultimate Technique, and it will kill up to three enemies.

TIP

Hold Strong Attack toward the end of an Obliteration Technique, then release the button as soon as the animation for the techniques comes to an end.

This allows Hayabusa to charge the Ultimate Technique without the fear of taking damage or getting interrupted.

Ultimate Technique Curse Progression

Curse Level	Day	Notes
0	1	At the beginning of the day.
1	2	At the beginning of the day.
2	2	After the curse is enflamed, following the elevator scene.
3	5	Just before you reach the Hayabusa Village.
4	7	After the battle against the Regent of the Mask.

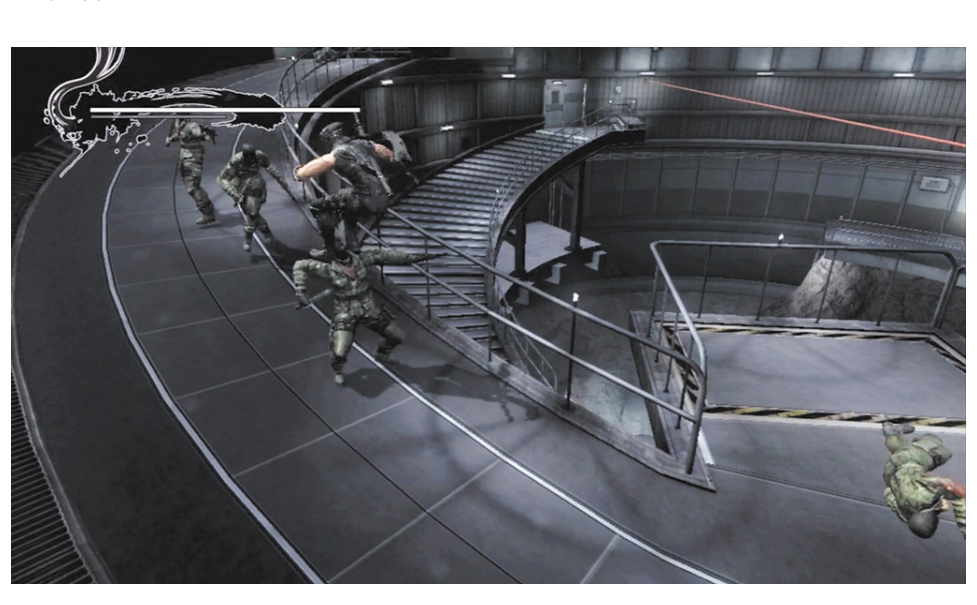
Ultimate Technique Activation Requirements

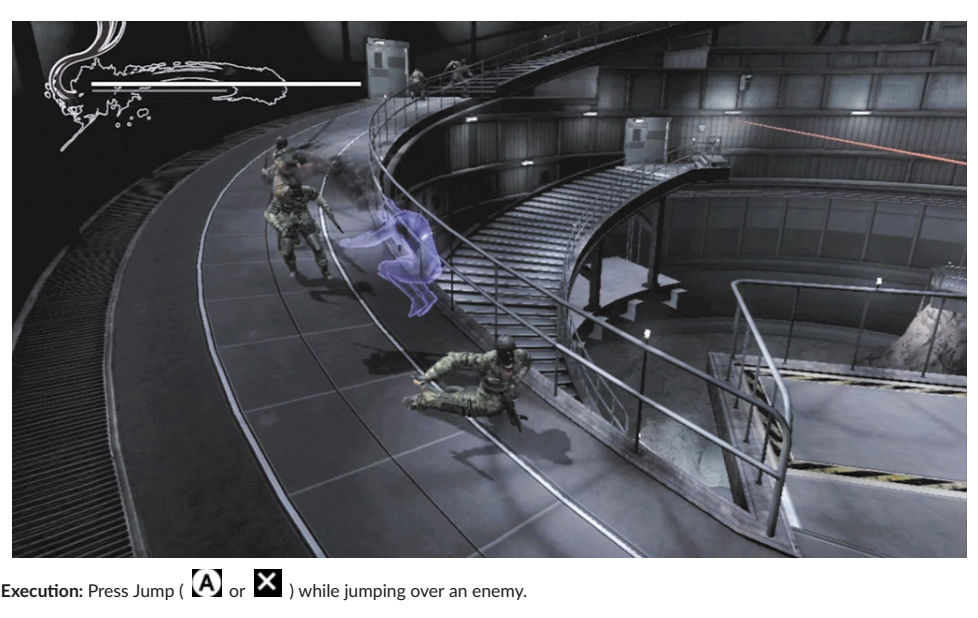
Difficulty	Curse Level 1	Curse Level 2	Curse Level 3	Curse Level 4	Curse Level 5
Hero/Normal	8	8	7	6	5
Hard	10	10	9	8	7
Master/Ultimate Ninja	12	12	11	10	10

NOTE

The body count refers to the number of enemies that must be dead or dying in order to activate an Ultimate Technique

Wind Path





Execution: Press Jump (A or X) while jumping over an enemy.

Type: Defensive

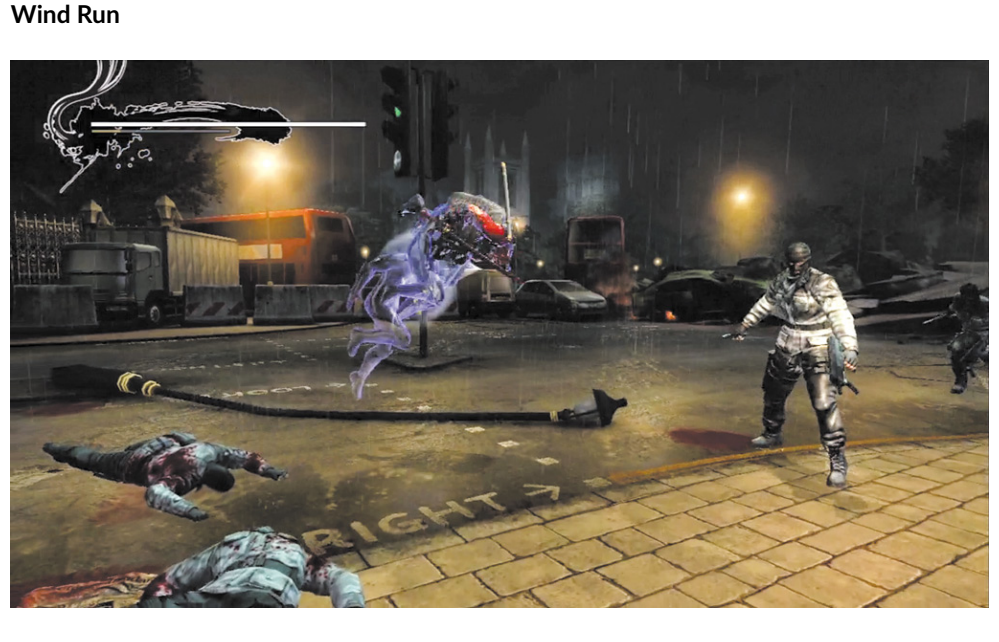
Effectiveness: Low

The Wind Path Technique allows Hayabusa to jump from one opponent to the next, using their heads as stepping stones. There aren't many instances where this technique is of great use.

However, when Hayabusa is surrounded by a large number of enemies and needs to move across an area without using the slide, the Wind Path comes in handy.

For example, against a large number of Assassins, the slide is risky because Hayabusa can be hit by shuriken at the end of the slide animation. In this instance, the Wind Path is a safer alternative. Hayabusa can also use any aerial attack during this technique.

Wind Run



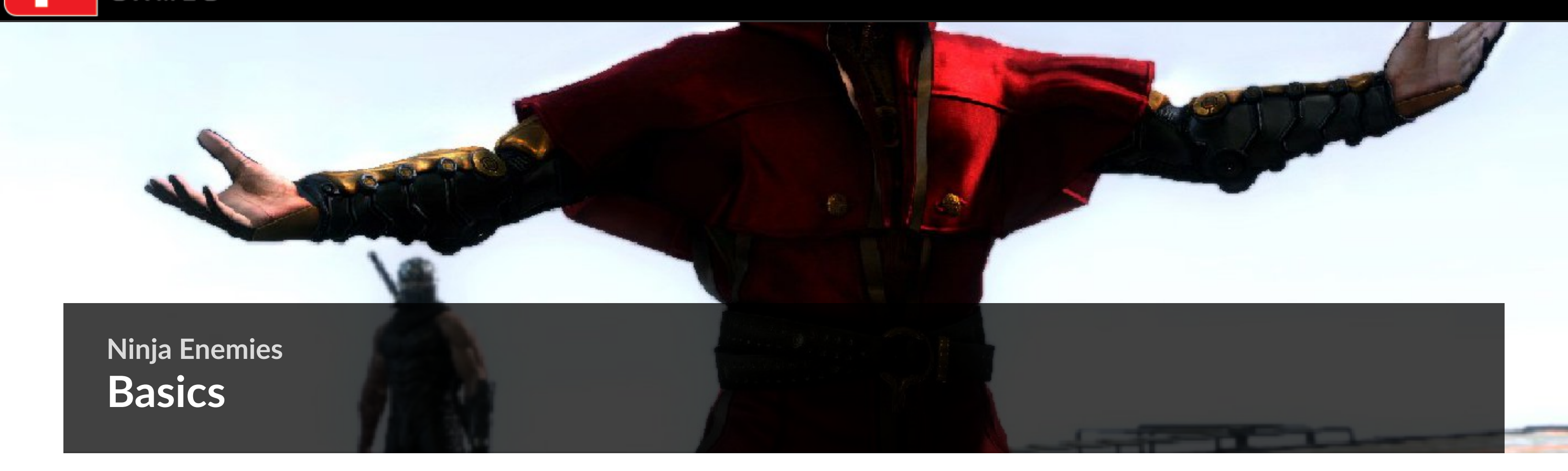
Execution: Quick Attack (X or ■) + Jump (A or X)

Type : Defensive

Effectiveness: Moderate

While almost identical to a standard jump, the Wind Run Technique is much more evasive. Hayabusa cannot be hit by most attacks during the Wind Run animation.

Use this to get out of a crowd of enemies without taking damage, or to jump toward an enemy in preparation for a Flying Swallow. Like the Wind Path, Hayabusa can also use any aerial attack during the Wind Run.



Ninja Enemies

Basics

Hayabusa battles against an assortment of enemies throughout Ninja Gaiden 3. Most enemies have a variety of abilities and can be difficult to fight unless you understand how to avoid them or defend against them. This chapter covers each enemy and their abilities.

NOTE

This chapter only covers normal enemies. Bosses are covered in the Boss Battle Chapter.

Battle Strategies

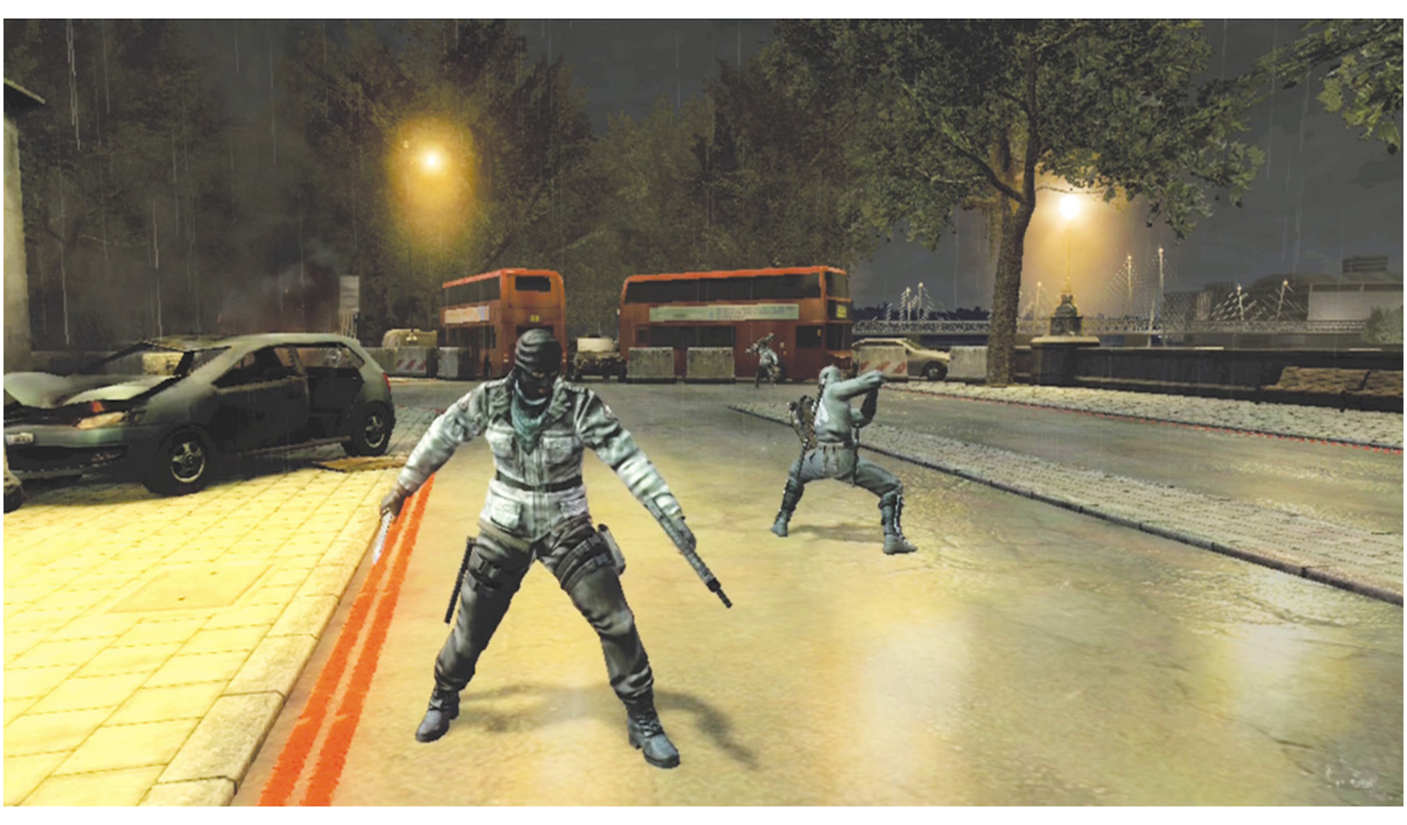
While some enemy encounters require specific strategies, most of the time general strategies can be used to dispatch the enemies encountered throughout the game.

- When in doubt, use the Flying Swallow. This basic strategy works early in the game when enemies do not block frequently.
- Against groups of weaker enemies, use the Izuna Drop repeatedly. This keeps Hayabusa high in the air, away from many attacks. While not all enemies are susceptible to the Izuna Drop, those that are can be killed with a single Izuna Drop.
- Hayabusa is invincible during the Obliteration Technique. This is especially useful after an Izuna Drop. If Hayabusa is not close enough to an enemy to perform an Obliteration Technique, slide toward the enemy, then execute it. Hayabusa is invincible during the entire animation of an Obliteration Technique. In addition, at the end of the attack, it is possible to transition directly into an Izuna Drop or Ultimate Technique. The Izuna Drop locks on to nearby enemies, and if you hold Strong Attack toward the end of the Obliteration Technique animation, then release as it comes to an end, the Ultimate Technique cannot be stopped.
- During crowded battles, use Quick Attack combos to initiate a Steel on Bone technique. Following a successful Steel on Bone technique, Hayabusa's next attack results in another Steel on Bone technique. If the area is crowded enough, Hayabusa can take out several enemies with successive Steel on Bone techniques for an extended period of time.
- When Hayabusa is close to an enemy, do not remain in a blocking state. Most enemies have a grab or throw that cannot be blocked. The longer Hayabusa is blocking next to an enemy, the more likely it is that the enemy will use a grab or throw.

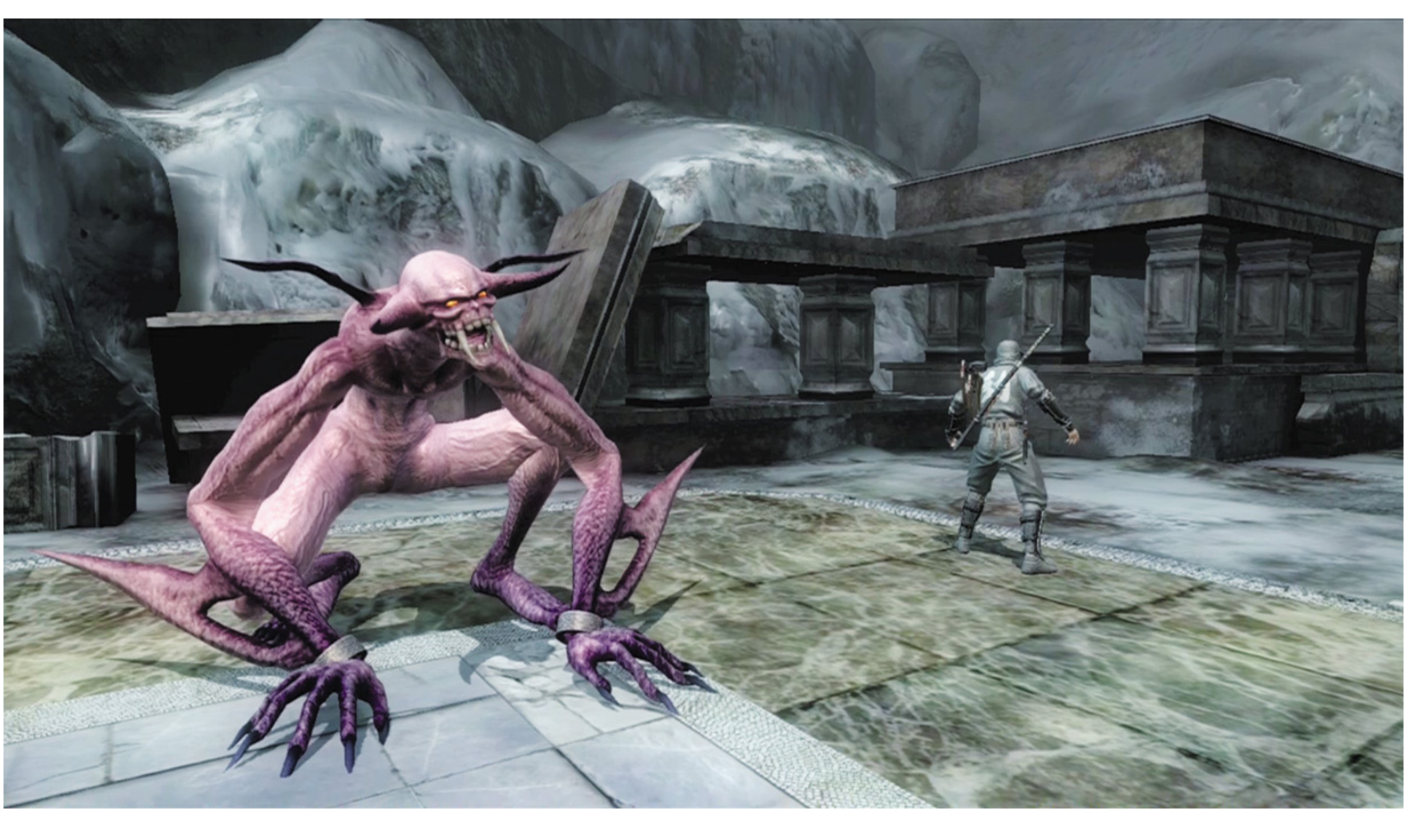
NOTE

Refer to the Path of the Ninja chapter for any battle-specific details of enemy encounters.

Class



Weak Class



Strong Class

There are two distinct classes of enemies in Ninja Gaiden 3: weak and strong. Weak enemies generally can be knocked into the air and the Izuna Drop can be used on a majority of them.

Strong enemies will often interrupt Hayabusa's attacks with an attack of their own and usually cannot be Izuna Dropped.

NOTE

The Izuna Drop and Arrow statistics determines if an Izuna Drop or arrows can be used on an enemy. If the Izuna Drop or Arrow stat is "yes," then they can be used. If it is "no," then they cannot be used.

Hit Points

Every enemy has a Health Gauge, just like Hayabusa. However, enemy Health Gauges are not visible, which makes it difficult to determine how many attacks it takes to defeat an enemy.

The hit points (HP) listed for each enemy are a numerical representation of the enemy's Health Gauge. Compare this number to the damage of Hayabusa's combos to determine how many attacks it takes to kill each enemy.

Range

Certain enemies can attack from a distance, while others can attack only when close to Hayabusa. Enemies with a long attack range can generally attack as soon as they see Hayabusa. Enemies with a short attack range can attack only when they are close to Hayabusa.

Priority

Almost every time Hayabusa is called into battle, he must fight multiple enemies at once. This is where the Priority rating is most useful. Focus on the enemy with the highest Priority rating, as that is the most dangerous enemy in the group and should be taken out first.

If multiple enemies have the same priority rating, defeat strong enemy types before weak enemy types, and any enemies with a projectile attack before enemies that do not have a projectile attack.

NOTE

Power, and priority are rated on a scale from 1 to 5 with 1 being the lowest and 5 being the highest.

Enemies

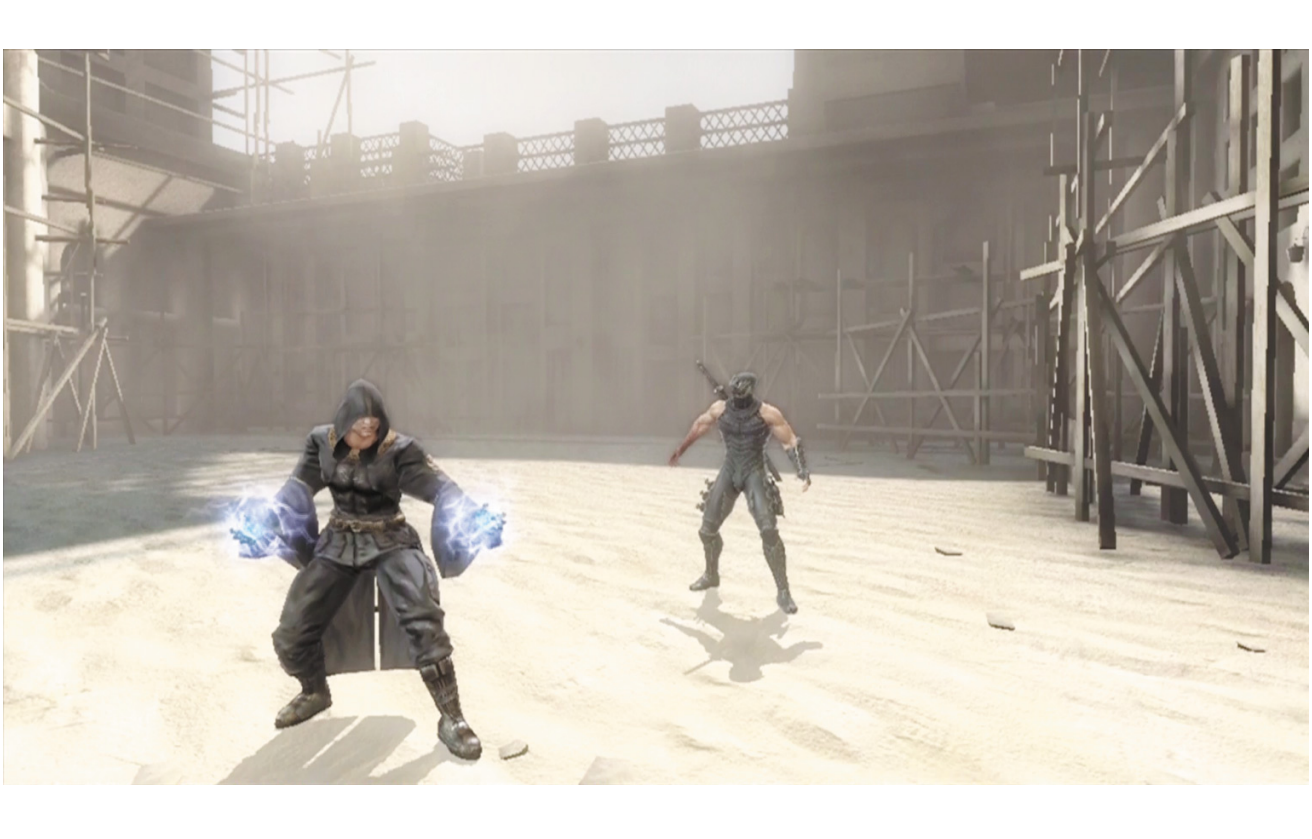
Trophy List

Enemy	First Seen	Class	Izuna Drop	Arrows	HP	Range	Power	Priority	Abilities/Weapons
Alchemist	Day 2	Weak	No	No	3,500/4,200	Long	4	5	Unblockable Grab, Magic Brick Shield, Magic Boulder Drop, Ground Slam, Guard Damage, Magic Projectile, Brick Projectile
Anti-Aircraft Gun Stand CIWS	Day 3	Strong	No	No	1,000	Long	3	4	Machine Gun, Rocket Launcher
Assassin/Assassin (White)	Day 2	Weak	Yes	Yes	1,600/2,100	Long	3	3	Dual Knives, Unblockable Grab, Shuriken Projectile, Unblockable Slide
Heavy Soldier [Chief Armed Soldier/Heavy Soldier (White)/Armed Soldiers]	Day 1	Weak	Yes	Yes	2,400/3,200	Short	2	1	Dual Light Batons, Machine Gun
Heavy Soldier [Heavy Soldier (Shield)/Heavy Soldier (Shield-White)/Shield Soldier]	Day 1	Weak	No	No	2,400/3,200	Short	2	4	Bombs, Riot Shield, Machine Gun
Demon Paracelsus	Day 8	Weak	Yes	Yes	2,100	Short	3	3	Unblockable Grab, Suicide Explosion, Dive Attack
High Van Gelf Fiend	Ninja Trials—Leader 01	Strong	No	No	2,500	Long	4	4	Unblockable Grab, Unblockable Lunging Grab, Fireball Projectile
Demon Celsus	Day 6	Weak	Yes	Yes	2,100	Short	3	2	Unblockable Grab, Suicide Explosion, Dive Attack
Magna Fiend	Day 6	Strong	No	Yes	3,000	Long	3	4	Unblockable Grab, Jumping Stomp, Scythe Toss, Scythe Combos
Magna Persona Fiend	Day 6	Strong	No	Yes	1,000	Long	3	5	Laser Projectile
Shadow Fiend	Ninja Trials—Acolyte 05	Weak	Yes	Yes	1,700	Short	2	3	Unblockable Grab, Teleport
Van Gelf Fiend	Ninja Trials—Acolyte 05	Strong	No	No	2,500	Long	3	3	Unblockable Grab, Unblockable Lunging Grab, Fireball Projectile
Ghost Soldier	Day 3	Weak	No	Yes	1,600	Short	4	4	Invisibility Camouflage, Unblockable Grab, Bombs, Dual Tonfa
Homunculus/Moon Child	Day 4	Weak	Yes	Yes	1,300/2,100	Short	1	1	Unblockable Grab
Heavy Soldier (Jetpack)	Day 2	Weak	No	Yes	400	Long	3	4	Unblockable Flamethrower (air and ground), Machine Gun
Light Shell Bug	Day 3	Weak	No	Yes	100	Short	1	2	Unblockable Grab, Lunge Attack
Machine Gun Stand	Day 7	Strong	No	No	1,000	Long	2	1	Machine Gun
Megaselion/Demon Baphomet	Day 4	Strong	No	No	3,750/4,250	Short	4	1	Unblockable Grab, Unblockable Lunging Grab, Charge Attack, Rolling Attack, Jumping Attack
Terrorist/Terrorist (White)	Day 1	Weak	Yes	Yes	1,300/1,800	Short	1	1	Knife, Machine Gun, Unblockable Grab
Ourboros	Day 4	Strong	No	No	2,300	Long	2	3	Unblockable Grab, Acid Spray, Tentacle Swipe
Terrorist (Rocket Launcher)	Day 1	Weak	Yes	Yes	1,300/1,800	Long	3	5	Rocket Launcher
Sandmobile Soldier (Snowmobile Soldier)	Day 2	Weak	No	Yes	600	Long	3	5	Sandmobile Soldier Charge, Rocket Launcher
Spider Aya Ninja	Day 5	Weak	Yes	Yes	1,500	Long	3	4	Flame Column, Projectile Attack, Teleport Attack, Unblockable Grab, Teleport
Spider Ninja/Archer	Day 4	Weak	Yes	Yes	1,500/1,500	Long	3	4	Arrow Projectile Attack (Archers only), Bombs (Archers only), Unblockable Grab, Dual Katana
Spider Talon Ninja	Day 4	Weak	Yes	Yes	2,500	Short	2	3	Unblockable Grab, Bombs
War Dog	Day 3	Weak	No	Yes	1,000	Short	2	1	Lunge Attack, Unblockable Neck Bite

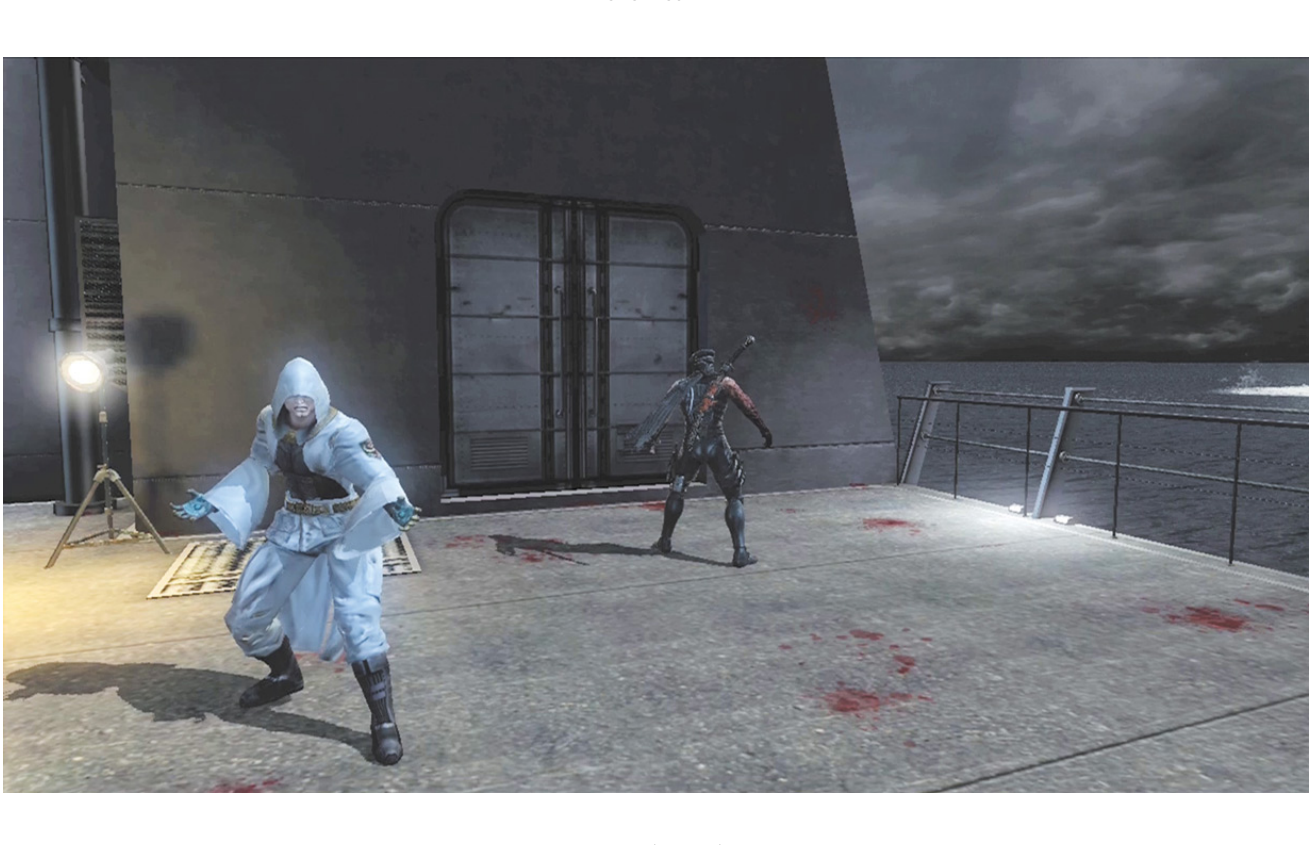
Ninja Enemies

Soldiers

Alchemists



Alchemist



Alchemist (White)

Alchemist Details

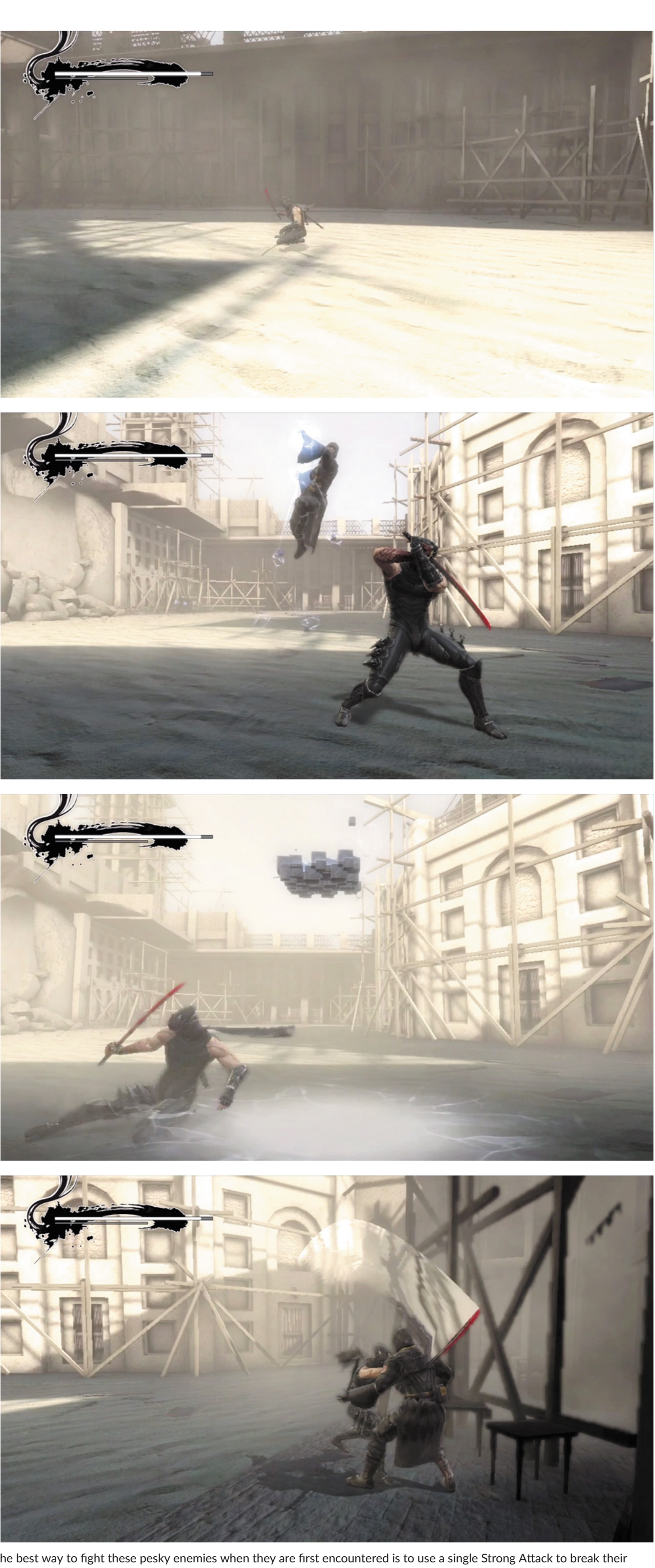
First Seen: Day 2
Class: Weak
Izuna Drop: No
Arrows: No
Alchemist HP: 3,500
Alchemist (White) HP: 4,200
Range: Long
Power: 4
Priority: 5
Abilities/Weapons: Unblockable Grab, Magic Brick Shield, Magic Boulder Drop, Ground Slam, Guard Damage, Magic Projectile, Brick Projectile

Alchemists are some of the most difficult enemies to face in Ninja Gaiden 3. They are extremely agile and difficult to catch—so much so that it is not possible to use an Izuna Drop until they are close to death (which is indicated by a blood-stained robe).

In addition, they have the power to create Magic Brick Shields that deflect arrows, shuriken and Quick Attacks.

They can also use an Unblockable Grab that drains Hayabusa's Health and Ki Gauges. If you leave Alchemists alone, they charge up a Brick Shield and drop boulders on Hayabusa from above (Magic Boulder Drop), shoot an extremely damaging Magic Projectile, shoot a slow Brick Projectile that locks-on to Hayabusa, or teleport above Hayabusa and use a Ground Slam attack.

As if that weren't enough, even when Hayabusa blocks their attacks he still suffers a small amount of damage.



The best way to fight these pesky enemies when they are first encountered is to use a single Strong Attack to break their Magic Brick Shield, then attack with a Quick Attack (X or □), Quick Attack (X or □), Strong Attack (Y or △) combo (or a series of Strong Attacks if you face them in Ninja Trial mode).

Later in the game, when Hayabusa is able to use a Strong Attack combo (Y Y Y or △ △ △), use a continuous barrage of Strong Attack combos to take Alchemists down. If the Brick Projectiles track you down, quickly find any Alchemists with glowing black hands and hit them with a Strong Attack. This stops the Brick Projectiles for a short time.

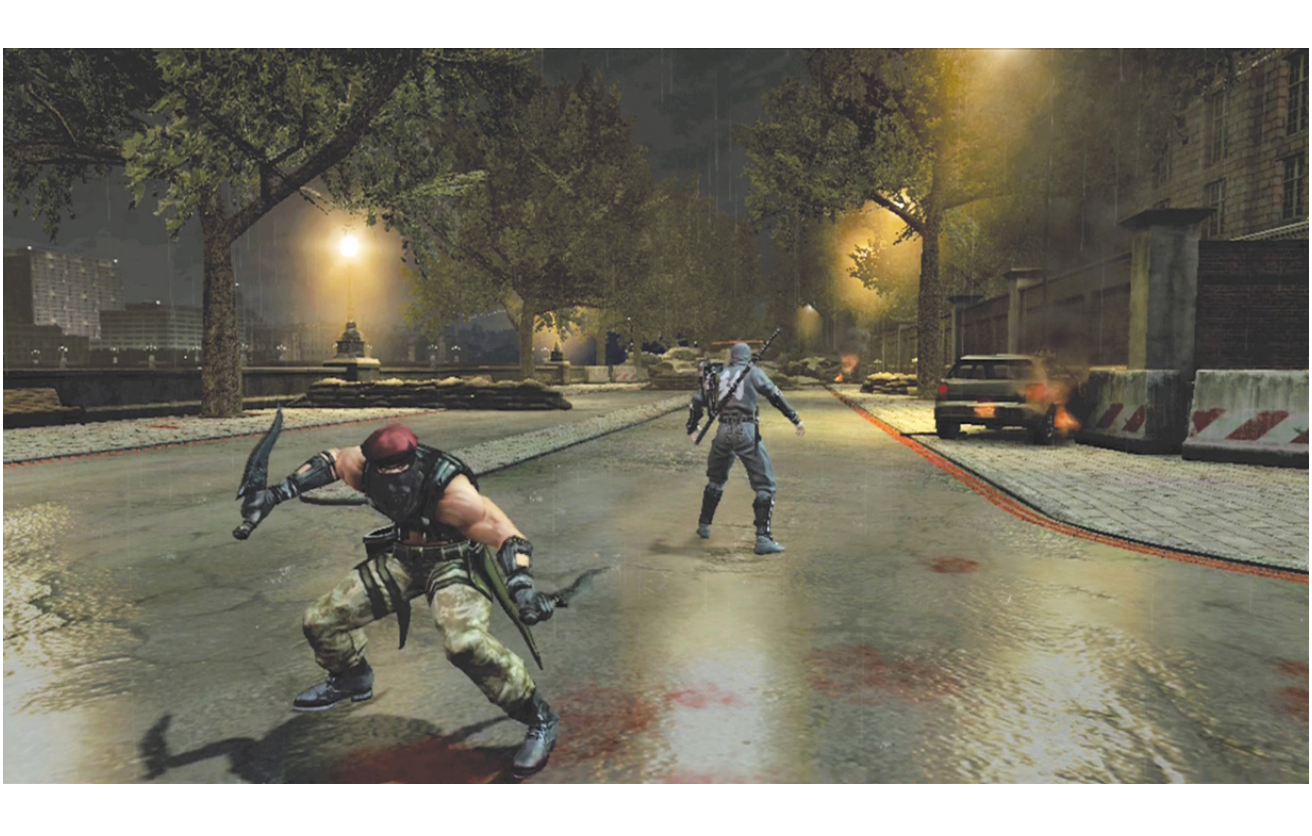
When fighting in a group, try to focus on the same Alchemist until he's dead. If another Alchemist is close by, slide away until you can isolate the Alchemist and begin attacking again.

In most cases, you can slide to the opposite end of the area and wait for one Alchemist to follow. When he reaches Hayabusa, he'll attempt an attack.

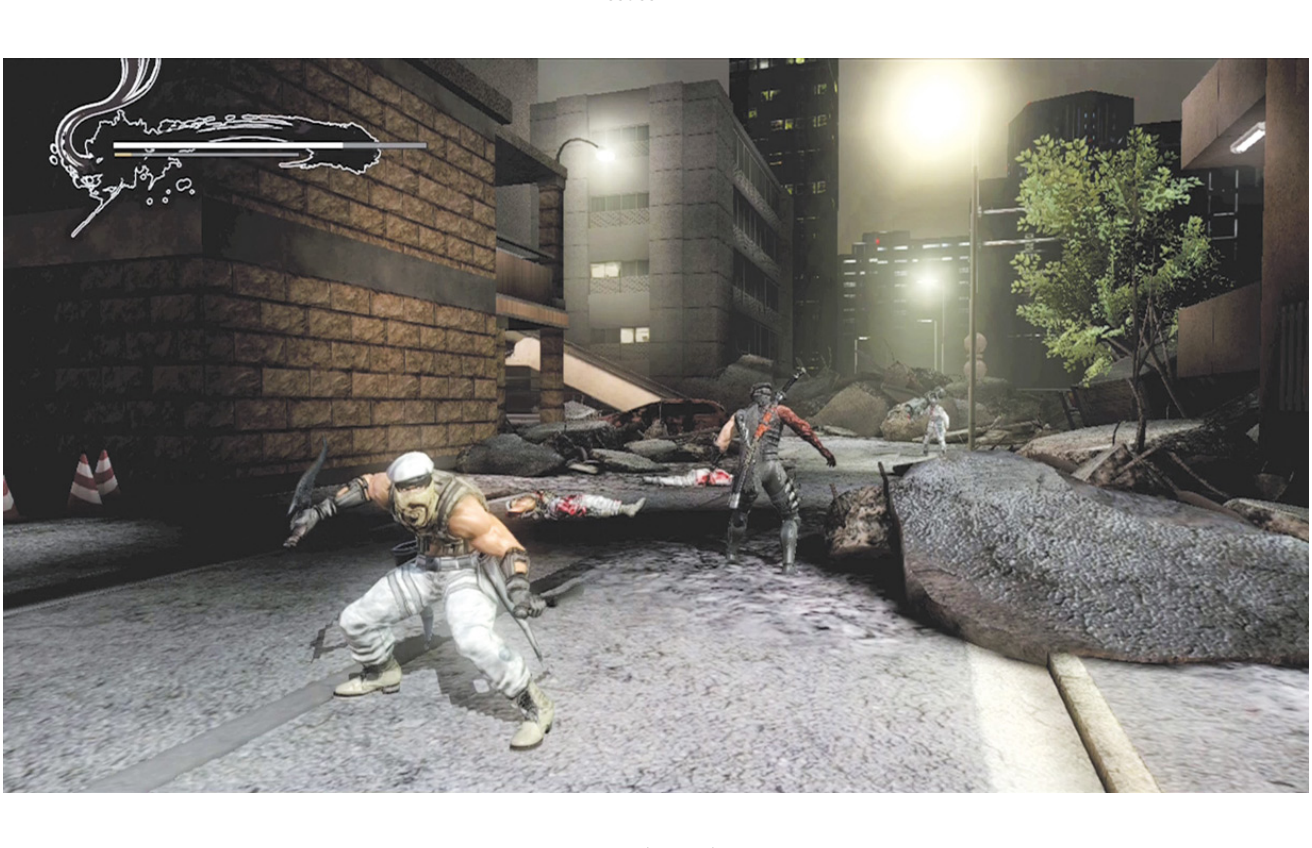
Slide to avoid the attack, then counter with a series of combos until he dodges an attack, or another Alchemist closes in.

If you attack an Alchemist when other Alchemists are around, there's a high probability the other Alchemists will either interrupt Hayabusa's attack, or that Hayabusa will automatically target one of the other Alchemists instead of the one you're trying to focus on to finish him.

Assassins



Assassin



Assassin (White)

Assassin Details

First Seen: Day 2
Class: Weak
Izuna Drop: Yes
Arrows: Yes
Assassin HP: 1,600
Assassin (White) HP: 2,100
Range: Long
Power: 3
Priority: 3
Abilities/Weapons: Dual Knives, Unblockable Grab, Shuriken Projectile, Unblockable Slide

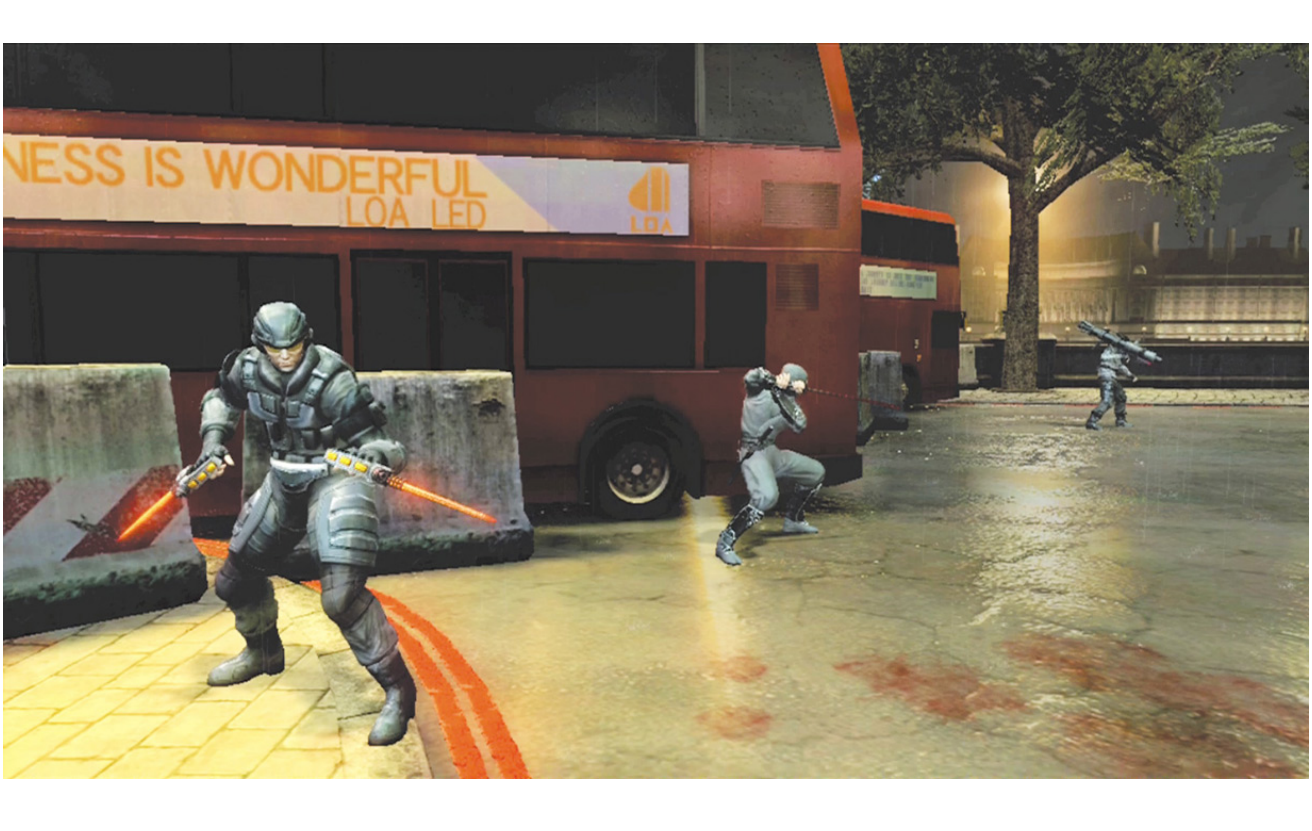
The Assassin is more acrobatic than the other soldiers. At close range he uses his knives to attack Hayabusa, but will also use an Unblockable Grab that has more range than most other grabs.

He can also slide just like Hayabusa, which cannot be blocked. At a distance, the Assassin throws shuriken, which can stop Hayabusa in his tracks.

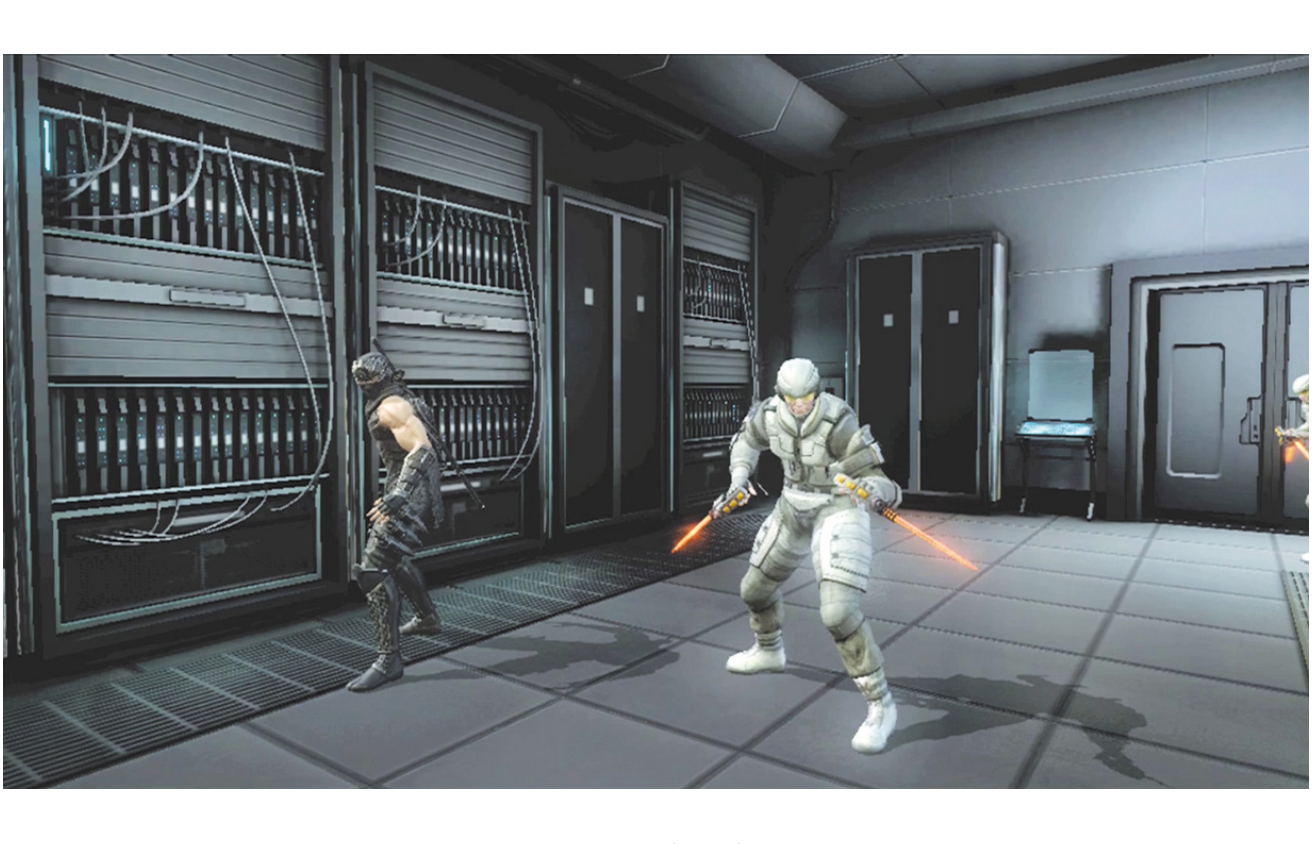
Each shuriken inflicts a small amount of damage, but if a group of Assassins attack, the damage from several shuriken can add up quickly. In crowded battles, go for the Assassins before most other enemies to make your life a little easier.

If an Assassin is close by, do not remain stationary very long. They look for any opportunity to use their Unblockable Grab.

Heavy Soldiers



Heavy Soldier



Heavy Soldier (White)

HEAVY Soldier Details

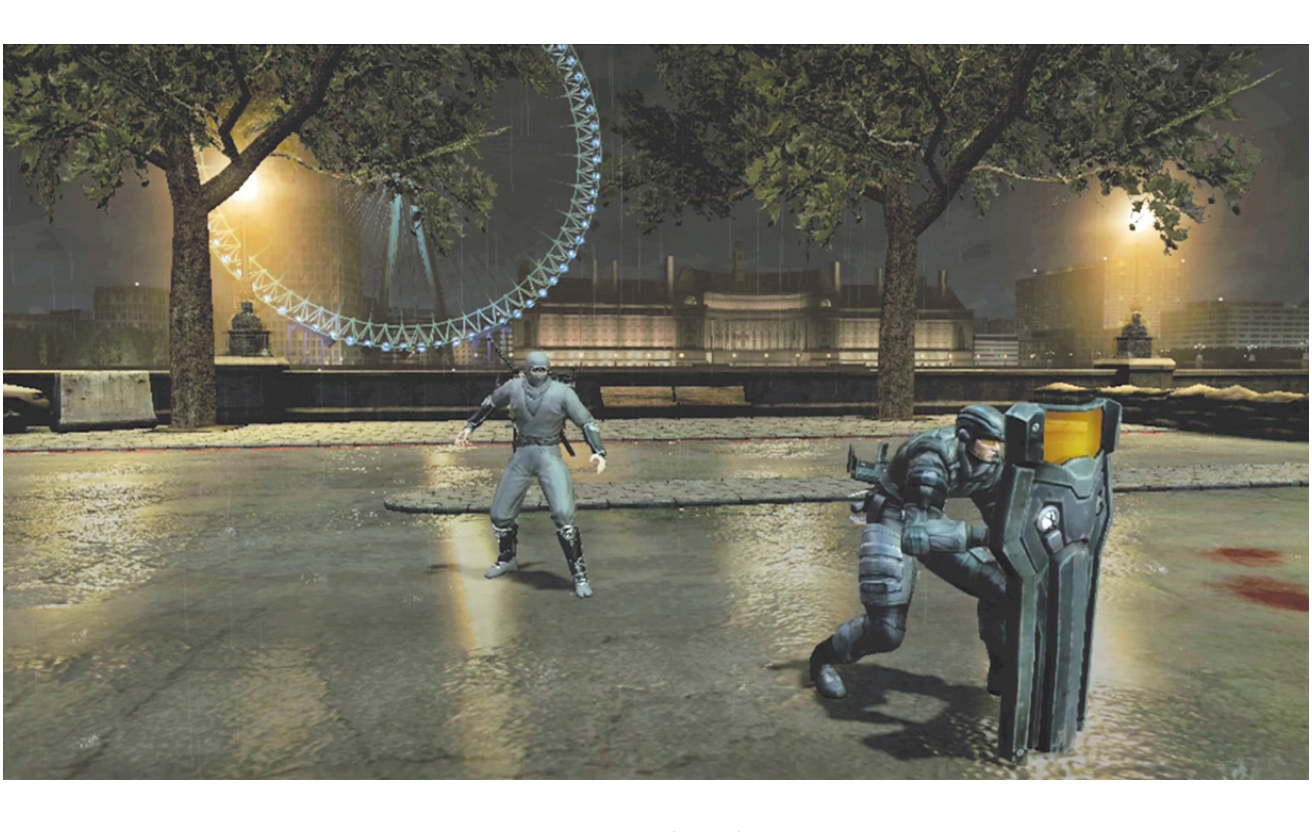
First Seen: Day 1
Class: Weak
Izuna Drop: Yes
Arrows: Yes
Heavy Soldier HP: 2,400
Heavy Soldier (White) HP: 3,200
Range: Short
Power: 2
Priority: 1
Abilities/Weapons: Dual Light Batons, Machine Gun

The Heavy Soldier is very similar to a Terrorist, except that he tends to block quite a bit more, even during early levels. When he's far away from Hayabusa, he uses the machine gun to attack from a distance.

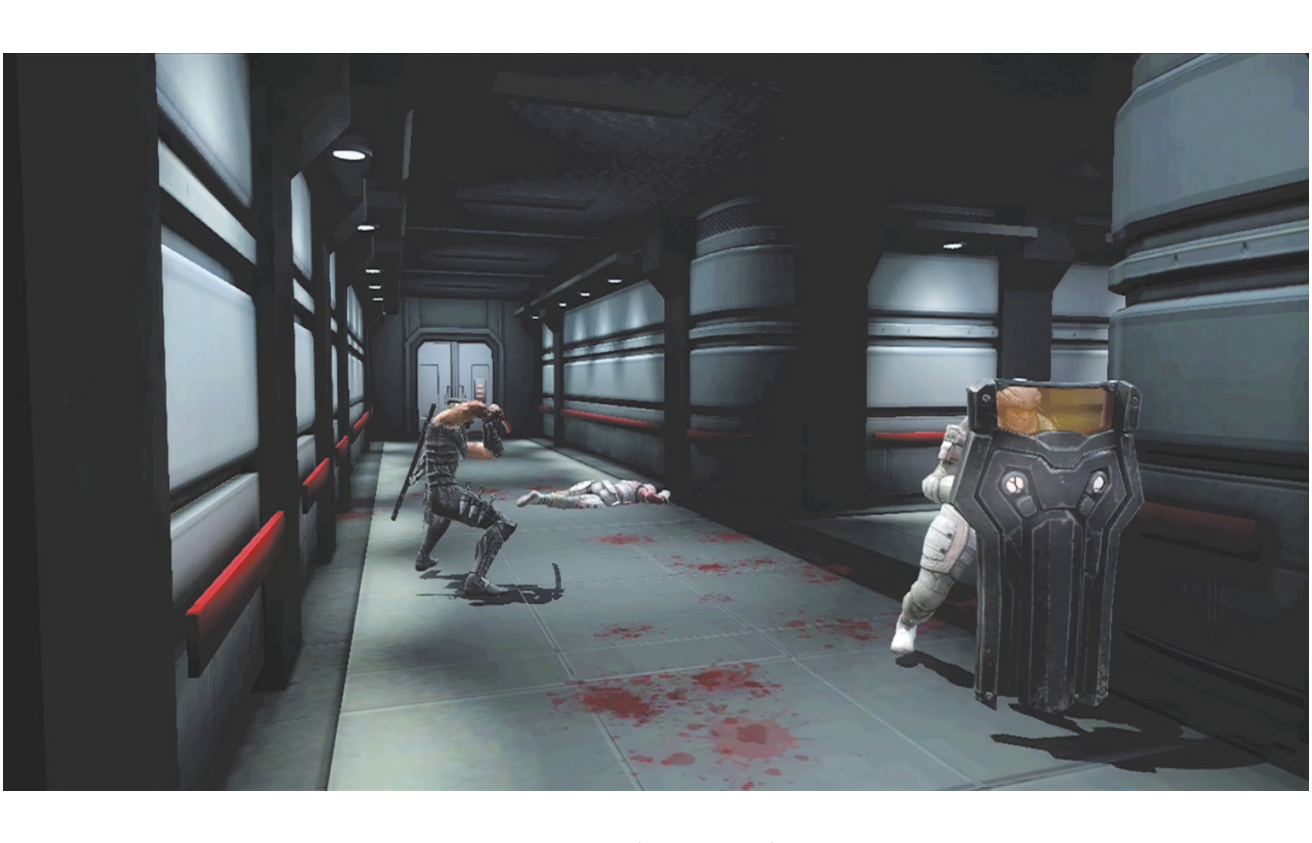
However, like a Terrorist, he is not a threat unless he's close to Hayabusa, so consider him a close-range fighter. When the Heavy Soldier gets close to Hayabusa, he puts away the machine gun and pulls out two light batons.

The batons are one of the reasons why he blocks Hayabusa's attacks more often than most of the other soldiers, but they are not a threat. If the Heavy Soldier is blocking a considerable amount of Hayabusa's attacks, use a Strong Attack or slide to stun him, then attempt an Izuna Drop or Quick Attack combo.

Heavy Soldier (Shield)/Heavy Soldier (Shield-White)/Shield Soldier



Heavy Soldier (Shield)



Heavy Soldier (Shield-White)

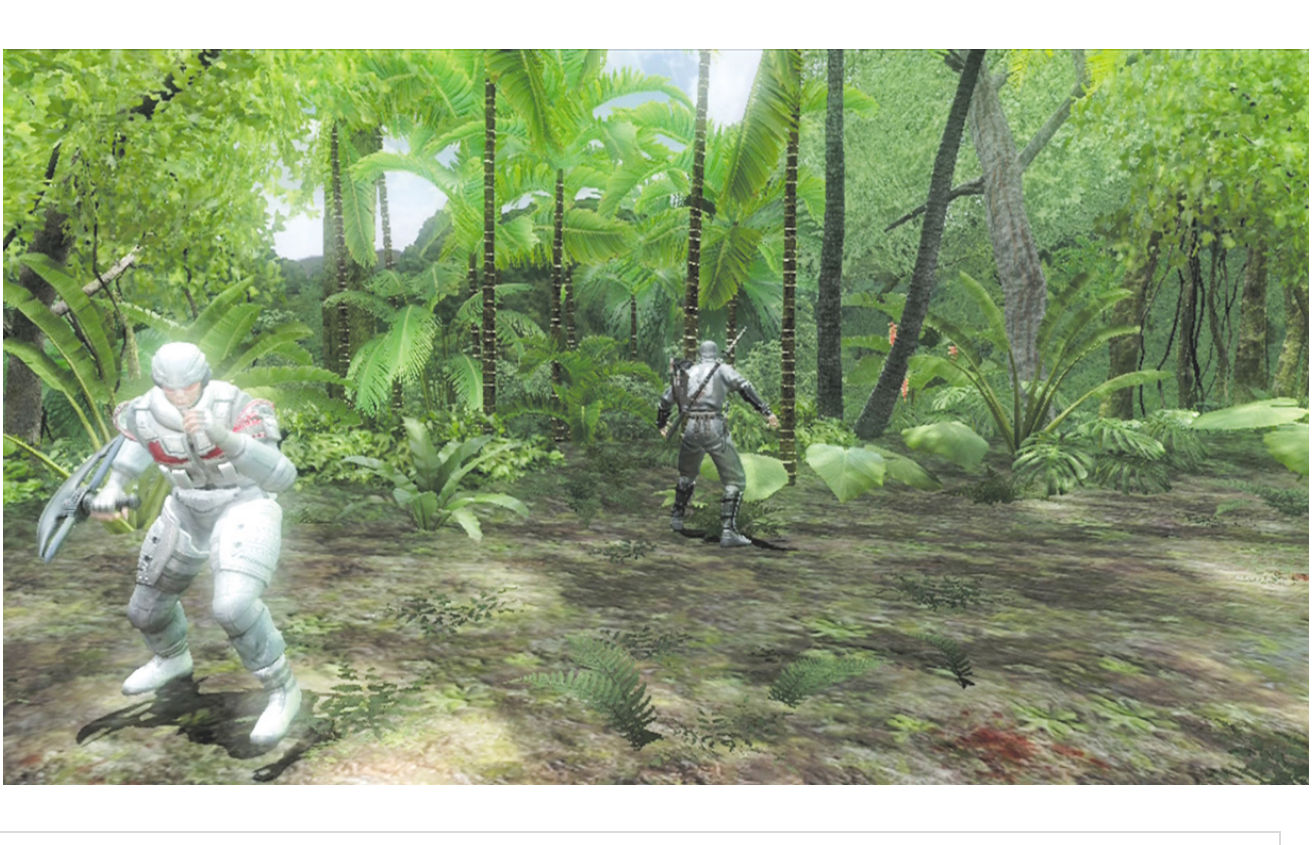
Heavy Soldier (Shield) Details

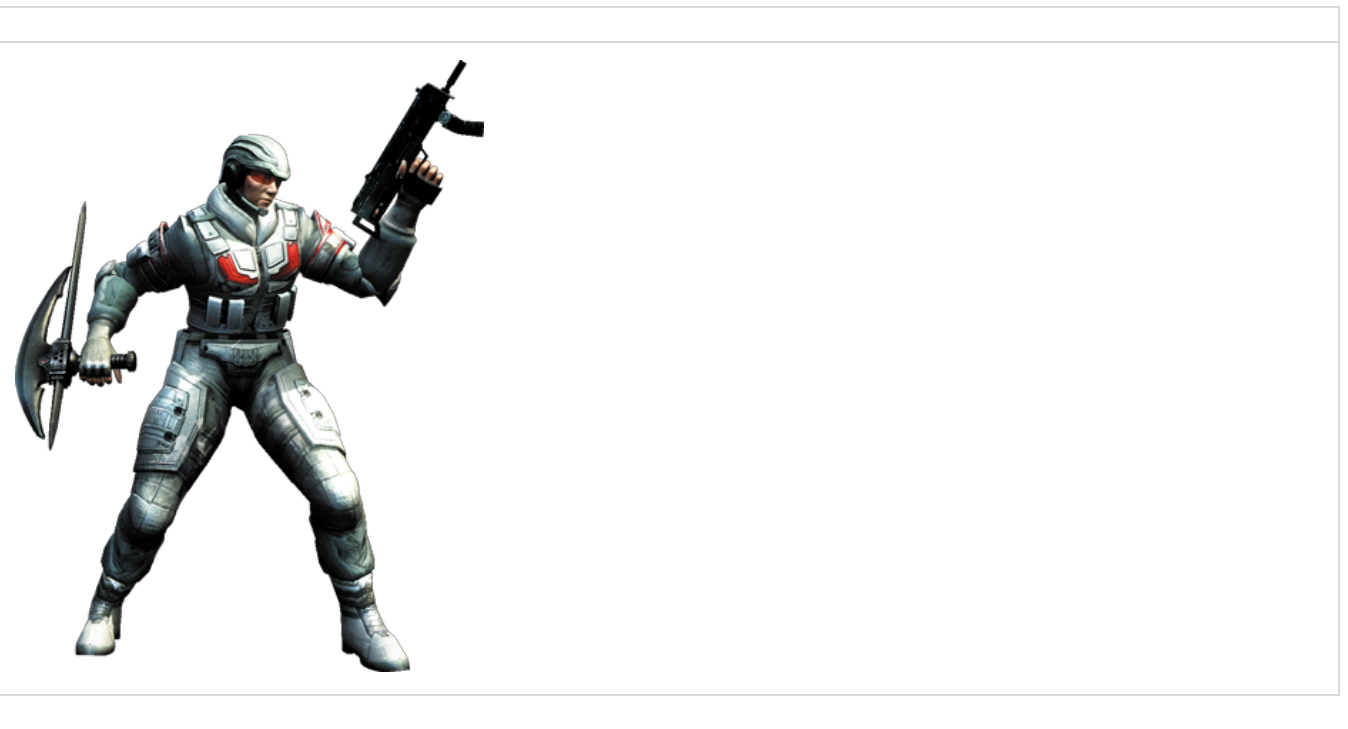
First Seen: Day 1
Class: Weak
Izuna Drop: No
Arrows: No
Heavy Soldier (Shield) HP: 2,400
Heavy Soldier (Shield-White) HP: 3,200
Range: Short
Power: 2
Priority: 4
Abilities: Bombs, Riot Shield, Machine Gun

A Shield Soldier is essentially an Heavy Soldier with a riot shield. While he has the shield, Hayabusa cannot knock him into the air or use an Izuna Drop. It's also not possible to connect with any Quick Attacks. From time to time, a Shield Soldier will drop a bomb on the ground, which beeps and then explodes a few seconds later.

When you see a Shield Soldier, use a Strong Attack to knock the shield away and turn the and turn the Shield Soldier into a normal Heavy Soldier. If you let him keep the shield, he can put a stop to Hayabusa's momentum during a battle and make it difficult to take out other enemies.

Ghost Soldier





Ghost Soldier Details

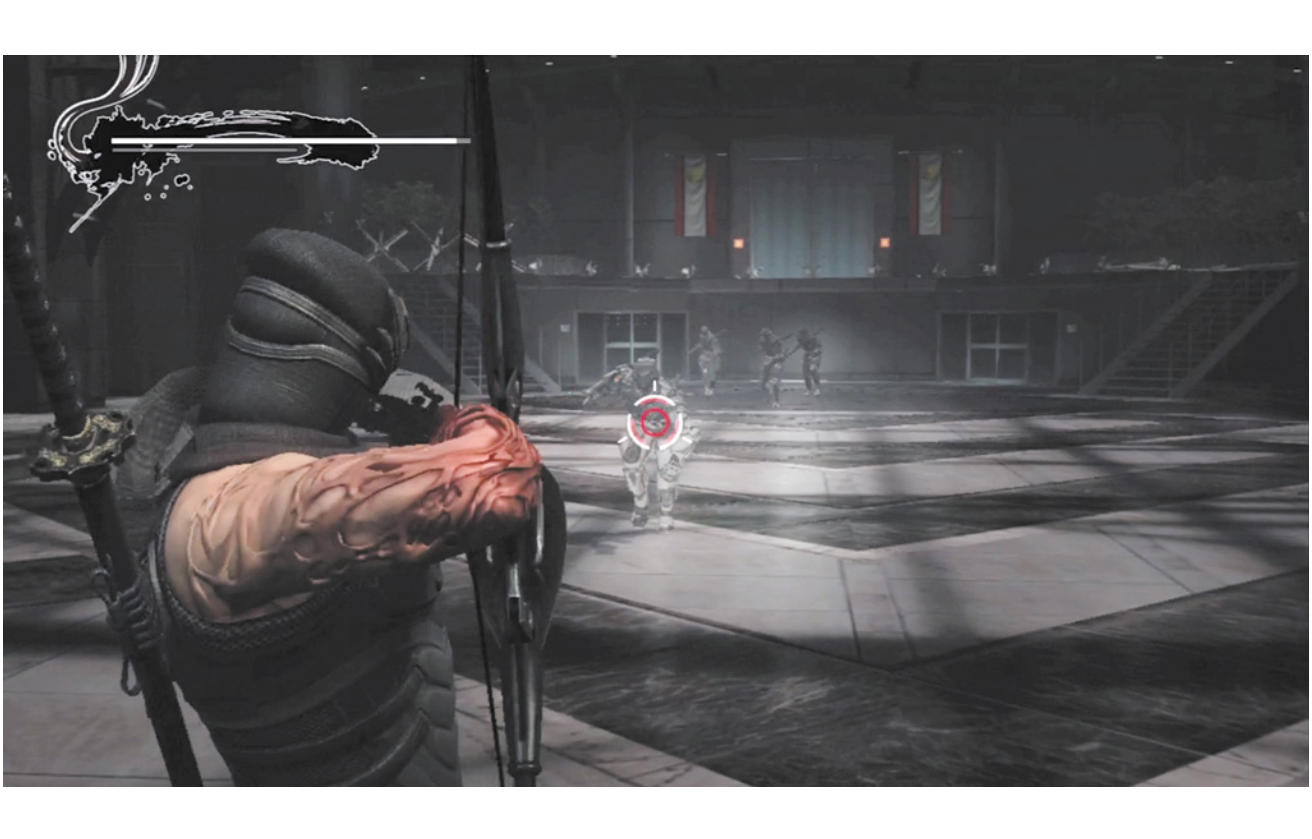
First Seen: Day 3
Class: Weak
Izuna Drop: No
Arrows: Yes
Ghost Soldier HP: 1,600
Range: Short
Power: 4
Priority: 4
Abilities: Invisibility Camouflage, Unblockable Grab, Bombs, Dual Tonfa

For the most part, Ghost Soldiers are invisible until they decide to attack. While invisible, they drop bombs that beep and then explode after a few seconds. If you see bombs, slide away to avoid the explosion.

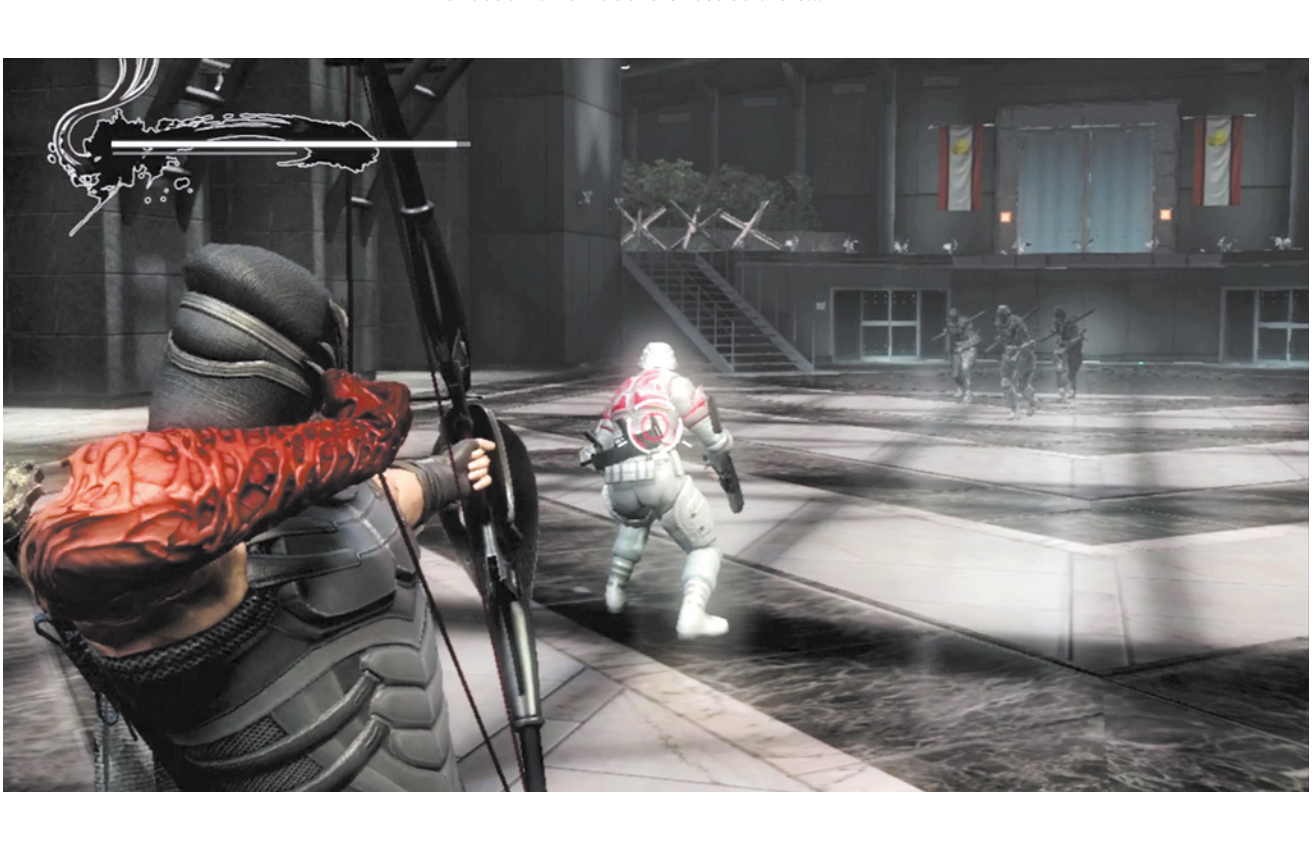
They usually do not become visible until they are close to Hayabusa and about to attack with an Unblockable Grab.

However, if you use an arrow (jumping or on the ground) not only will the arrow lock on to an invisible Ghost Soldier, it also makes him somewhat visible. Instead of seeing nothing, you can see a faint outline to determine where they're hiding.

If the arrow hits, they become fully visible for a short time.



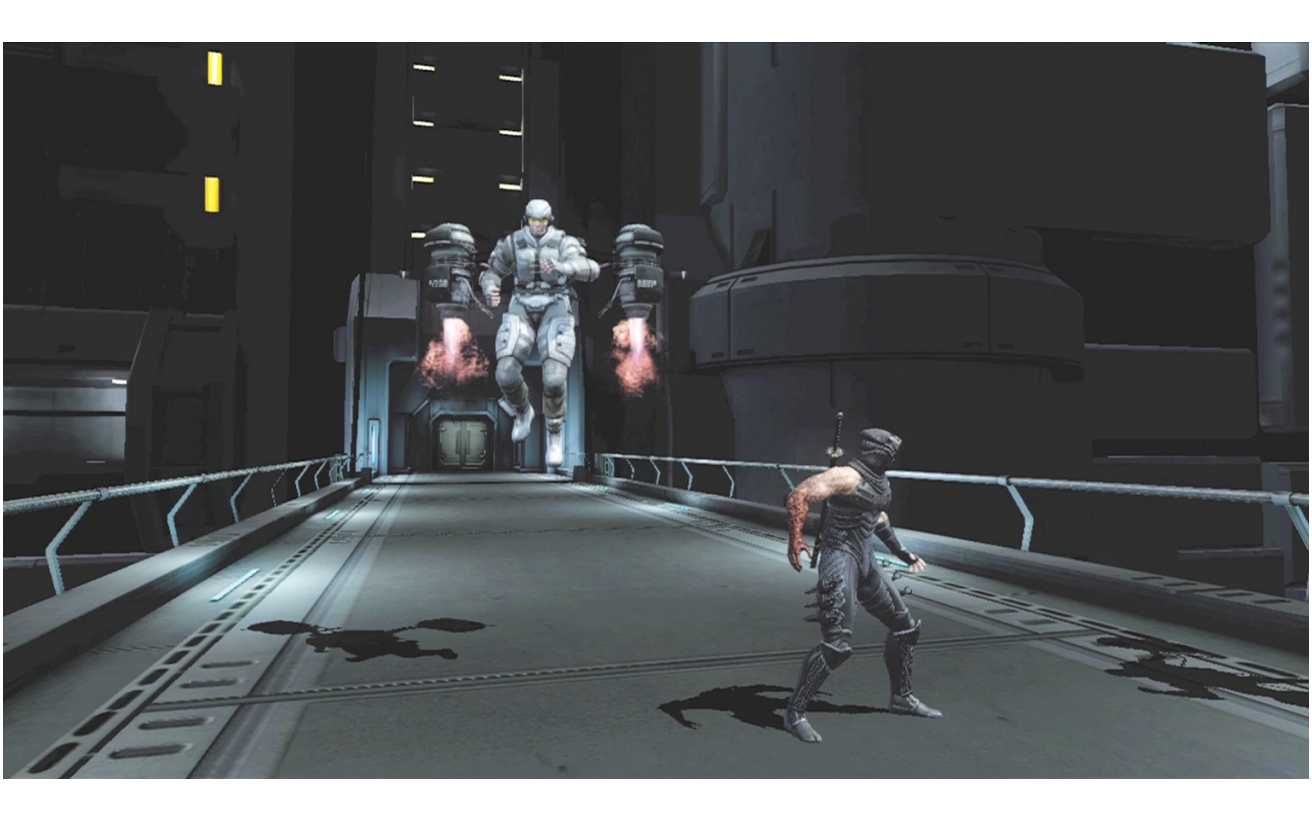
Shoot an arrow at the Ghost Soldiers...



...to make them visible!

It is very difficult to connect an Izuna Drop on a Ghost Soldier. So much so that it's fair to say you cannot use an Izuna Drop on them, so use Quick and Strong Attack combos instead. When an Ghost Soldier is about to die, he drops a bomb. Use an Obliteration Technique to make Hayabusa invulnerable to the bomb attack.

Heavy Soldier (Jetpack)



Heavy Soldier (Jetpack) Details

First Seen: Day 2
Class: Weak
Izuna Drop: No
Arrows: Yes
Heavy Soldier (Jetpack) HP: 400
Range: Long
Power: 3
Priority: 4
Abilities/Weapons: Unblockable Flamethrower (air and ground), Machine Gun

Heavy Soldiers (Jetpack) are Heavy Soldiers with a jetpack on their backs. They always attack in groups and from an aerial vantage point. When you see them, jump in the air and use arrows to quickly lock on and take down the Heavy Soldiers (Jetpack).

From a distance, they use a basic machine gun that isn't much to worry about.

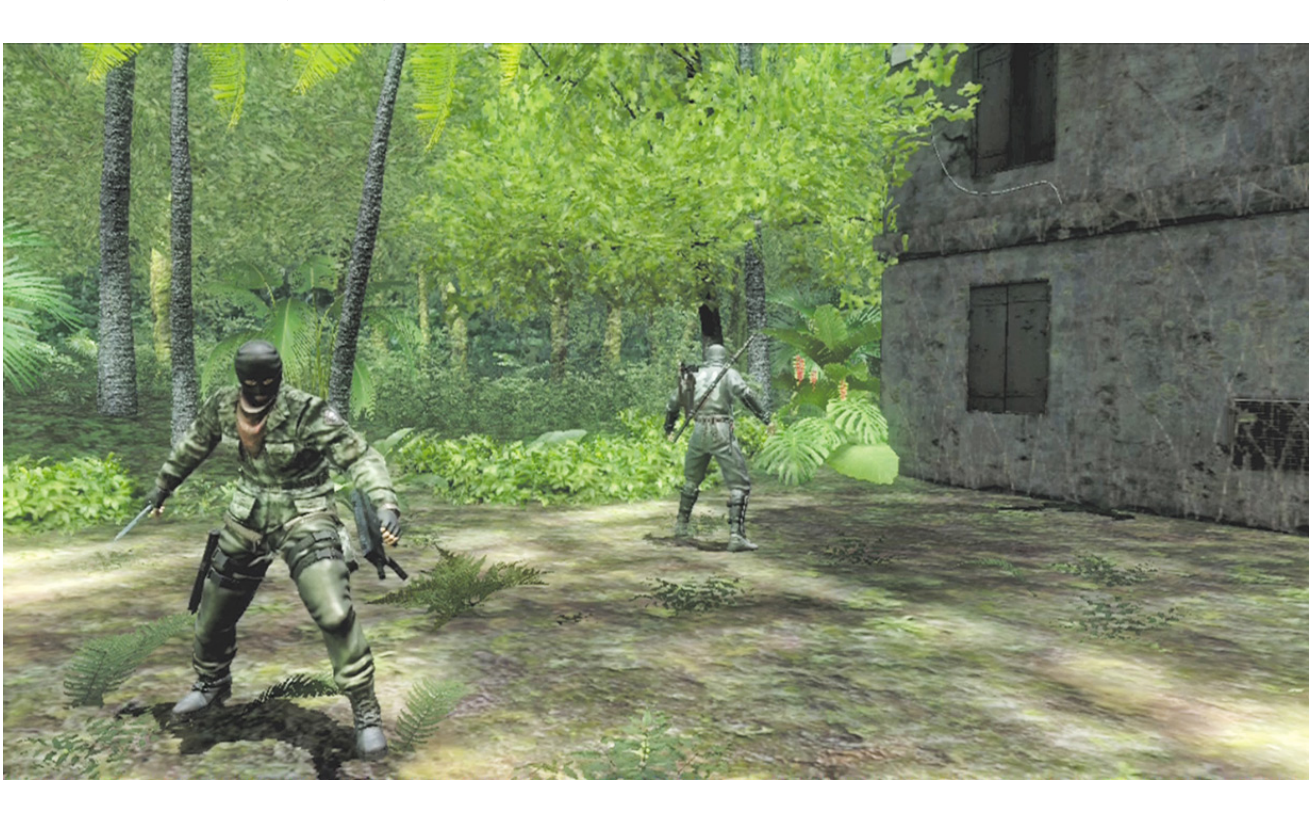
However, if they get close they can be deadly. While in the air, the vertical flames from their jetpacks act like a flamethrower that cannot be blocked. On the ground, the jetpack turns horizontally and the flames continue to act like a flamethrower.

It's best to take Heavy Soldiers (Jetpack) out as soon as they appear, and not let them land or get anywhere near Hayabusa.

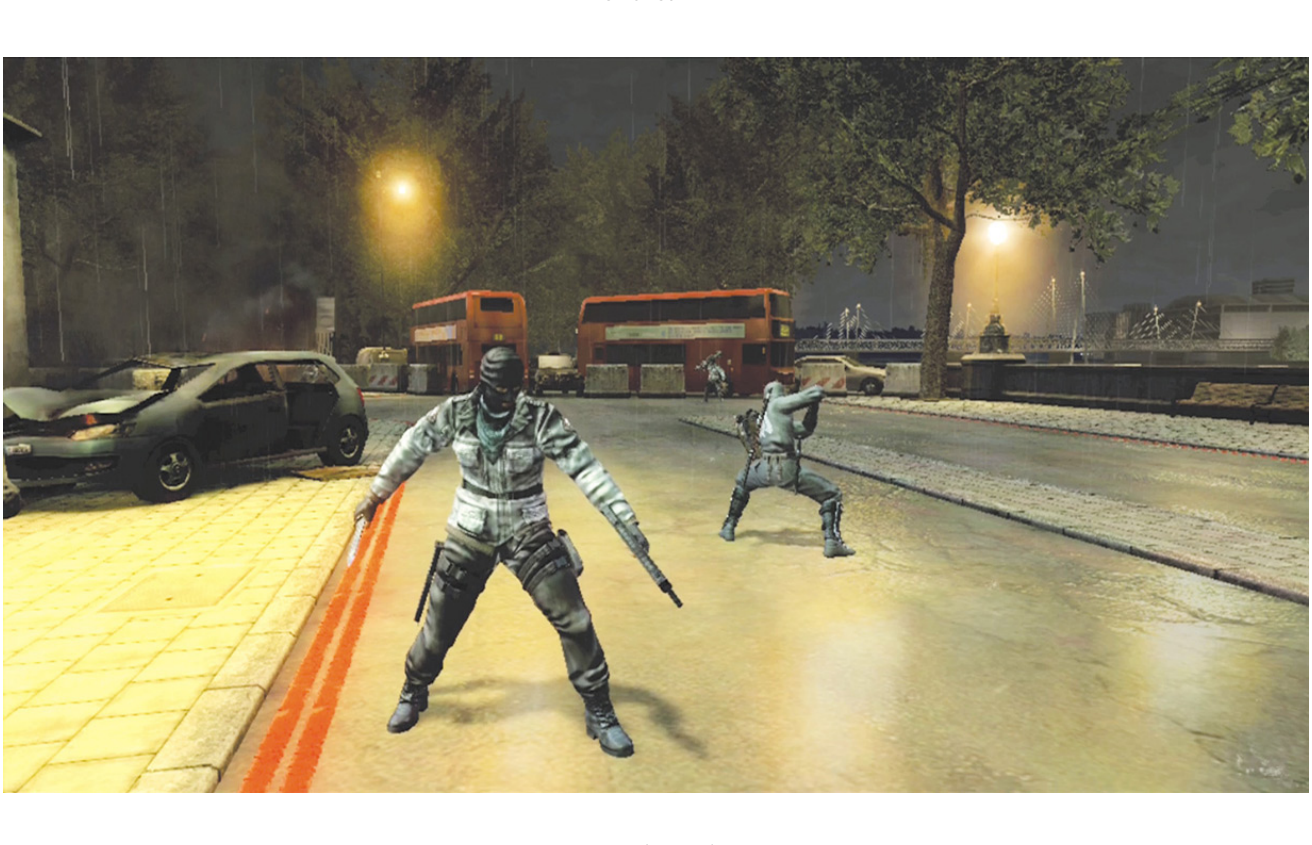
When engaging Heavy Soldiers (Jetpack) on top of a skyscraper or elsewhere high above the ground, try to hit them before they hover over stable ground. If Hayabusa destroys the Heavy Soldier (Jetpack) in this situation, they fall to their doom.

However, if they get over the rooftop or whatever surface Hayabusa is standing on, they'll land and become Heavy Soldiers.

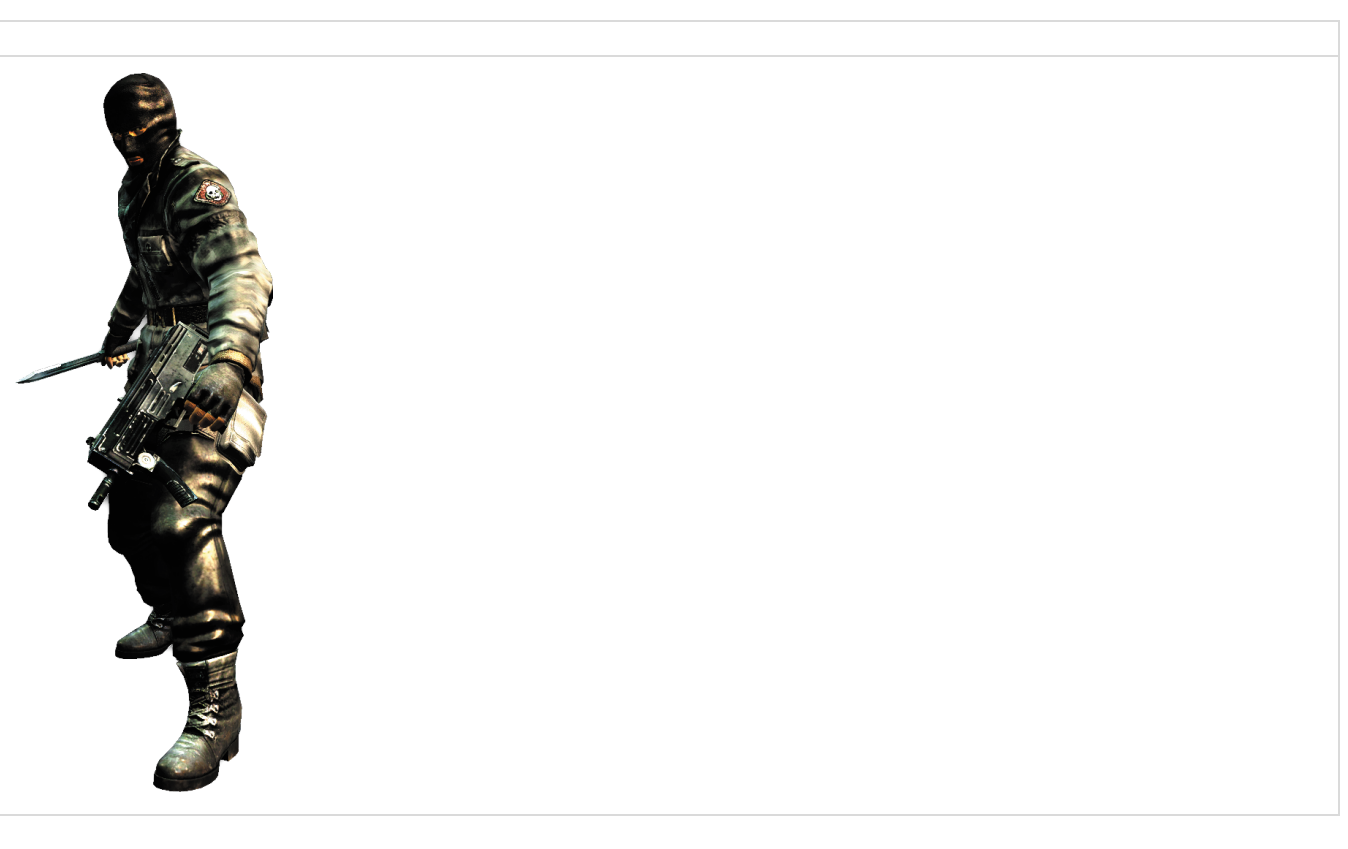
Terrorist/ Terrorist (White)



Terrorist



Terrorist (White)



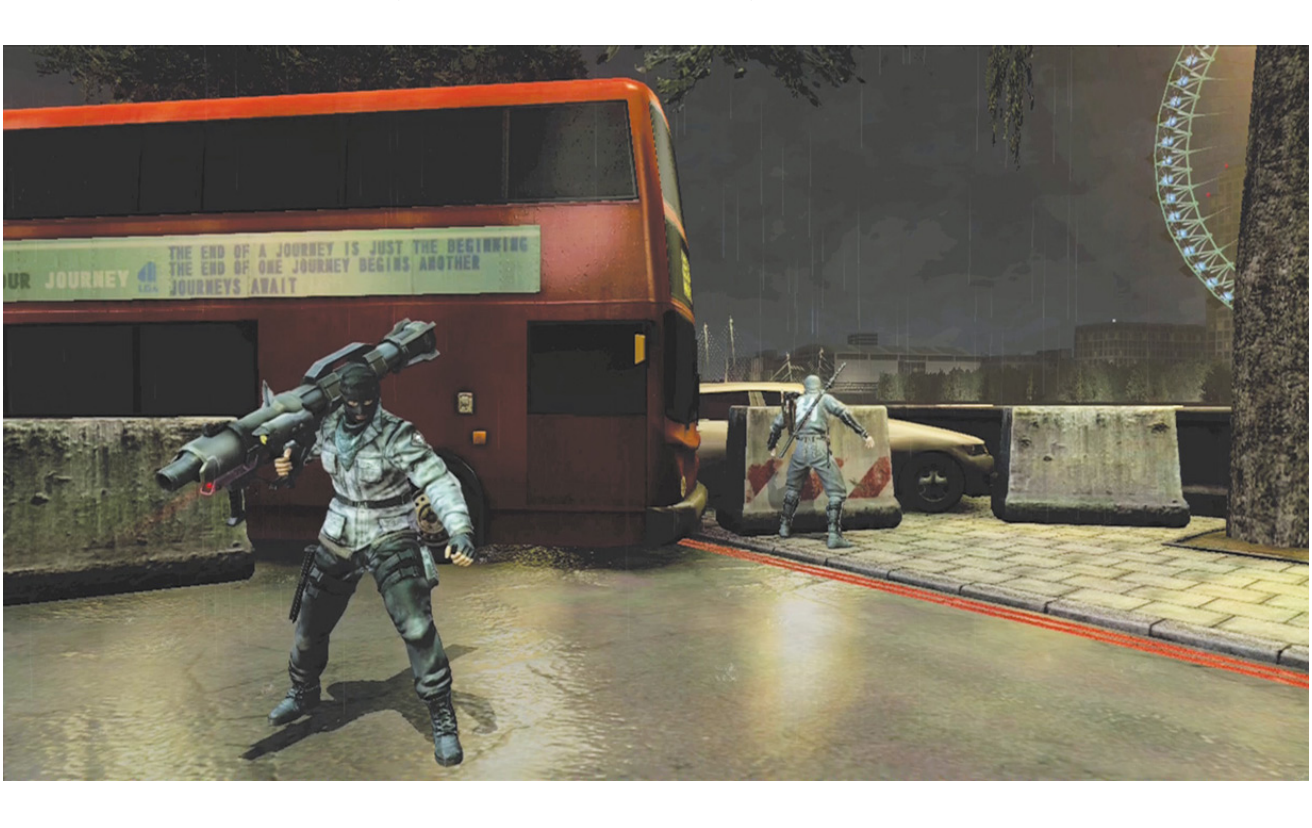
Terrorist Details

First Seen: Day 1
Class: Weak
Izuna Drop: Yes
Arrows: Yes
Terrorist HP: 1,300
Terrorist (White) HP: 1,800
Range: Short
Power: 1
Priority: 1
Abilities/Weapons: Knife, Machine Gun, Unblockable Grab

Terrorists are the most basic soldiers Hayabusa comes across throughout his adventures. These enemies carry a knife and machine gun, but don't worry about their long-range attack capabilities. For all intents and purposes, they are short-range combatants.

Early on in the game, they do not block anything, and Izuna Drops work against them with ease. However, during later levels, they start blocking sporadically. Use a slide or Strong Attack to break their guard, then try another Izuna Drop. The Flying Swallow also works wonders against these enemies.

Rocket Launcher/Terrorist (Rocket Launcher-White)



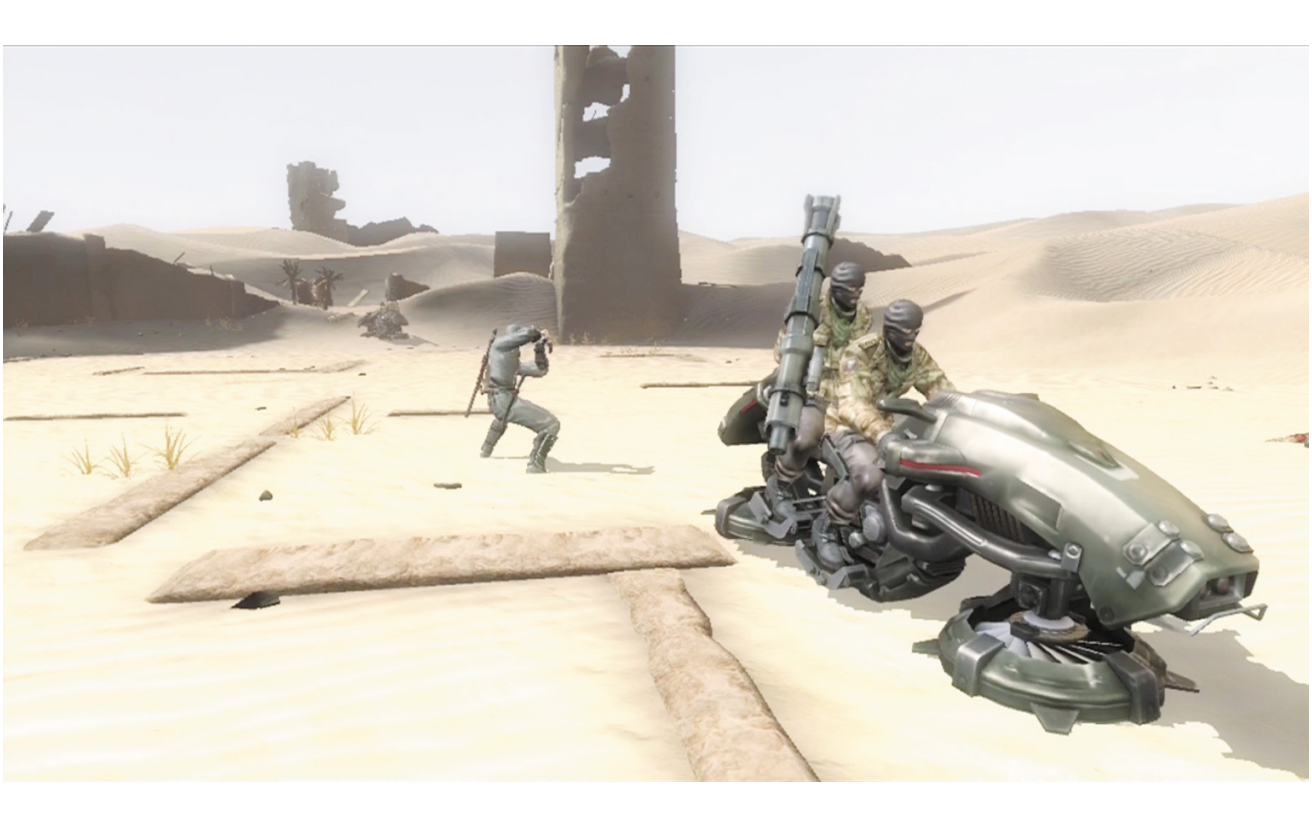
Rocket Launcher Details

First Seen: Day 1
Class: Weak
Izuna Drop: Yes
Arrows: Yes
Rocket Launcher HP: 1,300
Rocket Launcher (White) HP: 1,800
Range: Long
Power: 3
Priority: 5
Abilities/Weapons: Rocket Launcher

It's rare to see a Rocket Launcher up close. Under most circumstances, Rocket Launchers stay as far away from Hayabusa as possible and rain missiles down upon him. If you see or hear a missile, jump and use an arrow to lock on to the Rocket Launcher. If Hayabusa jumps, the arrow almost always locks on to the Rocket Launchers above all other enemies.

Usually a single arrow is enough to finish off a Rocket Launcher, but during later levels, it may take two or three arrows. If you attempt an Izuna Drop, in most cases the enemy will be dead before the Izuna Drop comes to an end.

Sandmobile Soldier (Snowmobile Soldier)



Sandmobile Soldier Details

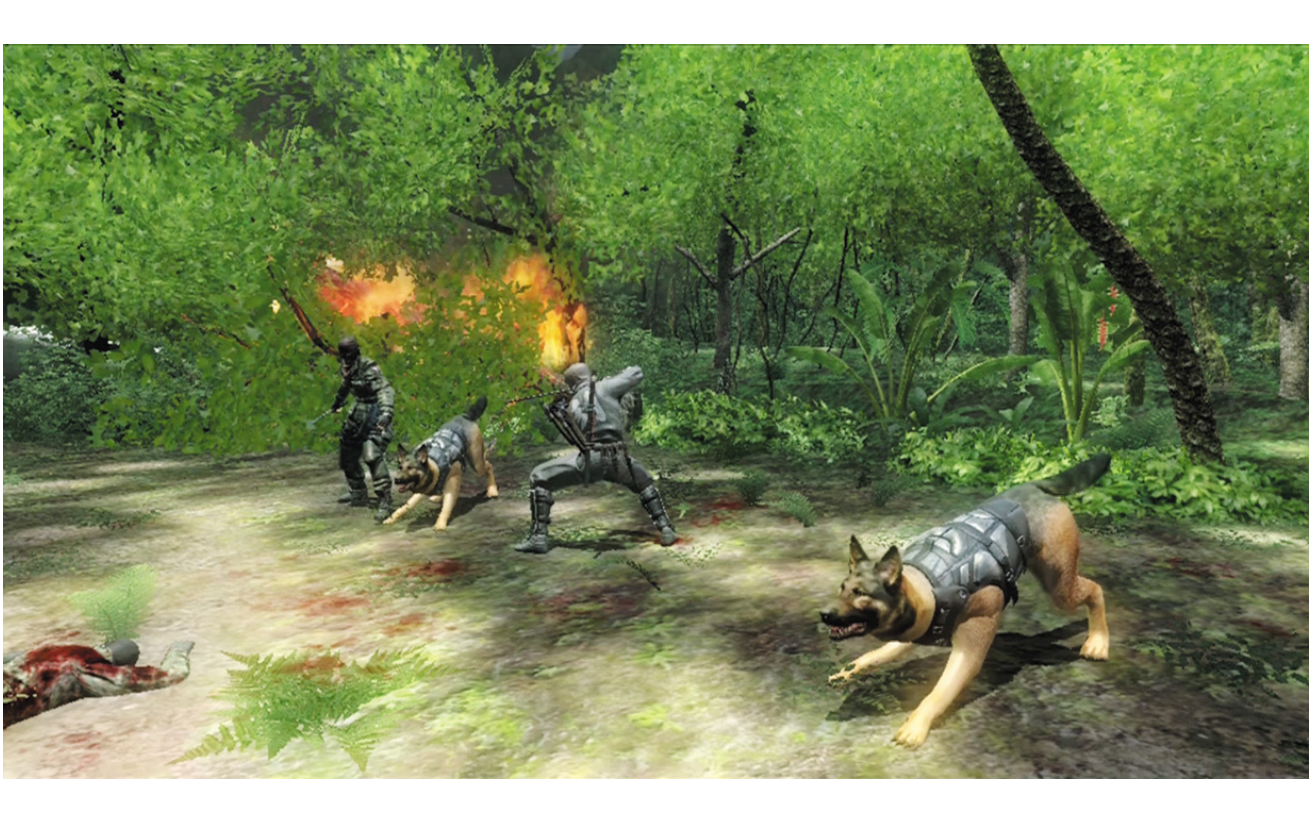
First Seen: Day 2
Class: Weak
Izuna Drop: No
Arrows: Yes
Sandmobile Soldier HP: 600
Range: Long
Power: 3
Priority: 5
Abilities/Weapons: Sandmobile Soldier Charge, Rocket Launcher

Sandmobile Soldiers don't show up very often, but when they do, take them out as quickly as possible. They always show up in groups of at least two or three. Use stationary arrows to easily lock on and shoot them down. Shoot only a few arrows at a time, then slide to make sure Hayabusa doesn't get hit from behind by one of the other Sandmobile Soldiers.

Sliding also avoids the missile attacks that the Sandmobile Soldiers use in addition to trying to run Hayabusa over with the Sandmobile Soldier Charge.

You cannot use Obliteration Techniques on Sandmobile Soldiers, and it's usually a waste to attempt an Ultimate Technique because it often fails as well. Stick to arrow attacks from a distance to keep Hayabusa safe and take out the Sandmobile Soldiers with ease.

War Dog



War Dog Details

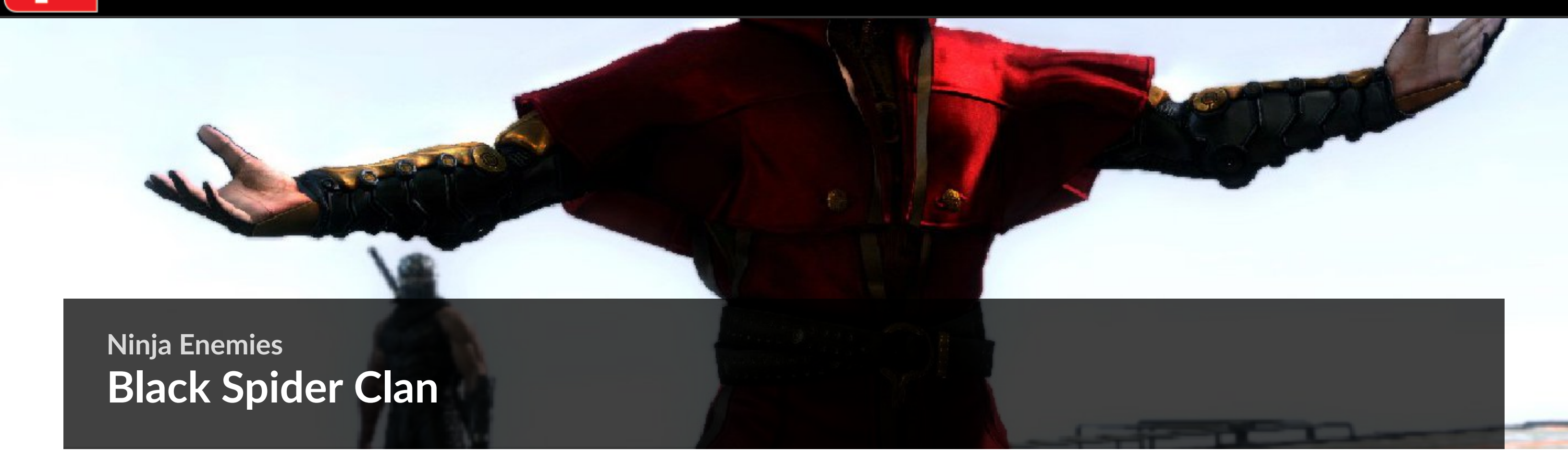
First Seen: Day 3
Class: Weak
Izuna Drop: No
Arrows: Yes
War Dog HP: 1,000
Range: Short
Power: 2
Priority: 1
Abilities/Weapons: Lunge Attack, Unblockable Neck Bite

War Dogs attack in packs and can be deadly if not taken care of quickly. While Hayabusa cannot use an Izuna Drop, he can knock the War Dogs into the air.

This allows him to do all of the attacks included in the Izuna Drop combo, except for the final Izuna Drop attack. Completing all but the last attack is enough to kill a War Dog. Use this combo to take them down quickly, but if Hayabusa gets hit, slide away and regroup.

Most of the War Dog's attacks stun Ryu for a short time. When fighting a pack of War Dogs, the short stun Hayabusa suffers is enough to allow every War Dog within attack range to hit him, and the damage adds up quickly.

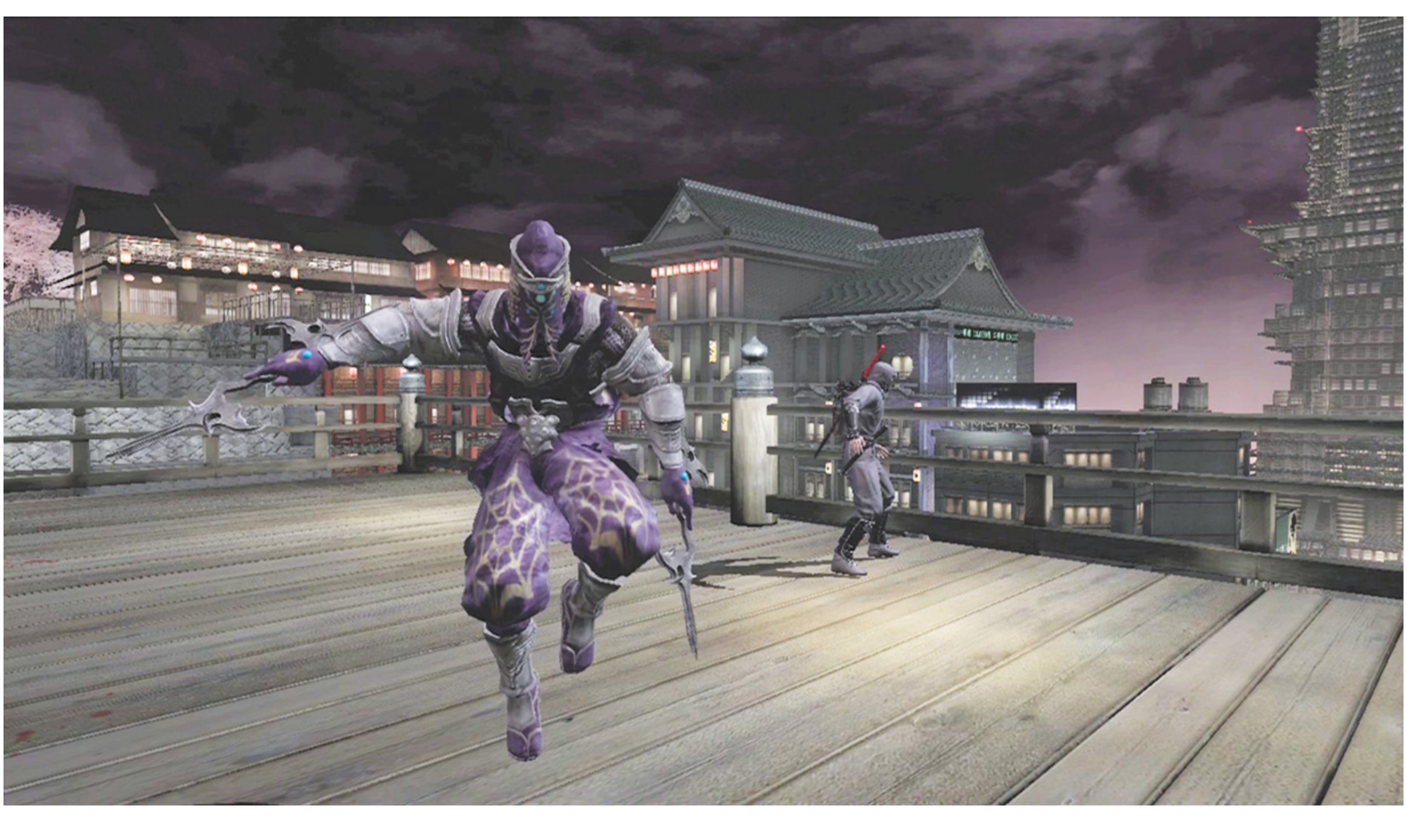
When Hayabusa is hit with the Unblockable Neck Bite, escape the War Dog's grasp to kill it instantly.



Ninja Enemies

Black Spider Clan

Spider Aya Ninja



Spider Aya Ninja Details

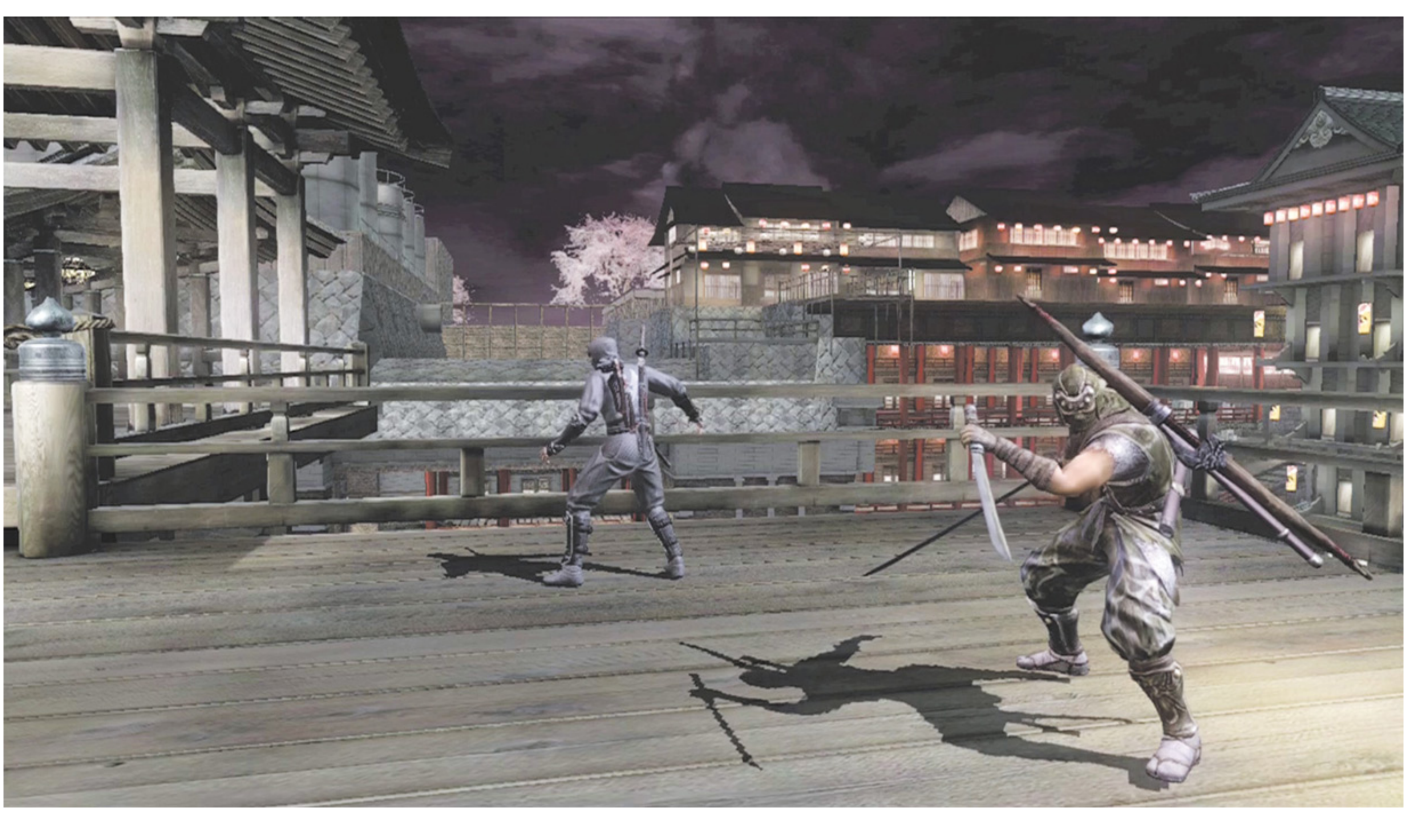
First Seen: Day 5
Class: Weak
Izuna Drop: Yes
Arrows: Yes
Spider Aya Ninja HP: 1,500
Range: Long
Power: 3
Priority: 4
Abilities/Weapons: Flame Column, Projectile Attack, Teleport Attack, Unblockable Grab, Teleport

When Hayabusa encounters a Spider Aya Ninja, in most cases take them out before focusing on the other enemies in the area. Spider Aya Ninja have the ability to shoot flame-based projectiles from long range, and also create a vertical column of flame that appears directly under Hayabusa.

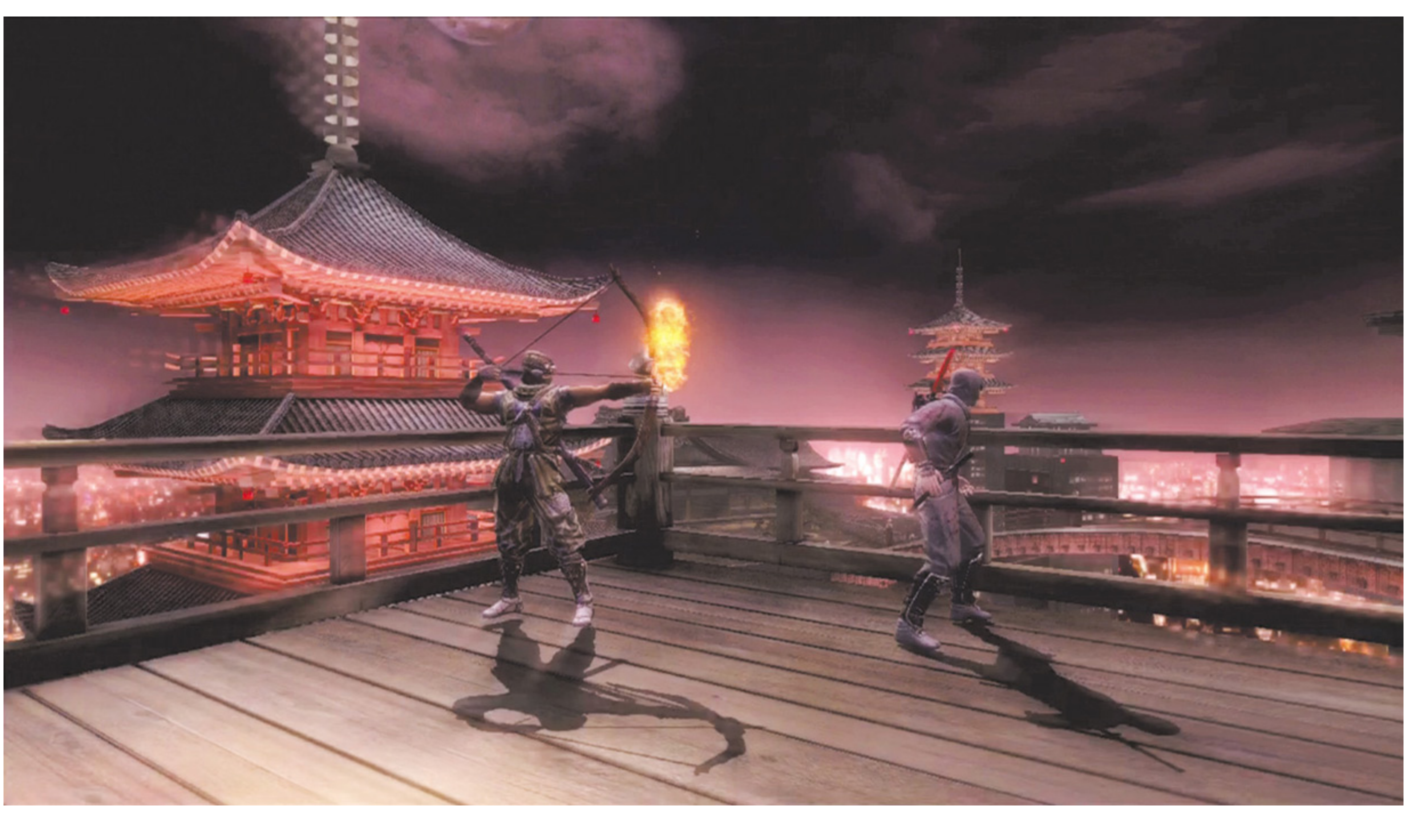
However, they only use these attacks when they are left alone, as both attacks take time to execute. When Spider Aya Ninja appear, take them out quickly with an Izuna Drop.

Even if they block the initial Izuna Drop, keep attacking until they stop blocking. Unlike the Talon Ninja, the Aya are far easier to hit with an Izuna Drop.

Spider Ninja/Archer



Spider Ninja



Archer

Spider Ninja Details

First Seen: Day 4
Class: Weak
Izuna Drop: Yes
Arrows: Yes
Spider Ninja HP: 1,500
Archer HP: 1,500
Range: Long
Power: 3
Priority: 4
Abilities/Weapons: Arrow Projectile Attack (Archers only), Bombs (Archers only), Unblockable Grab, Dual Katana

Spider Ninja and Archers, are very virtually identical. In fact, at close range, they fight exactly the same. However, it's at a distance where these enemies differ.

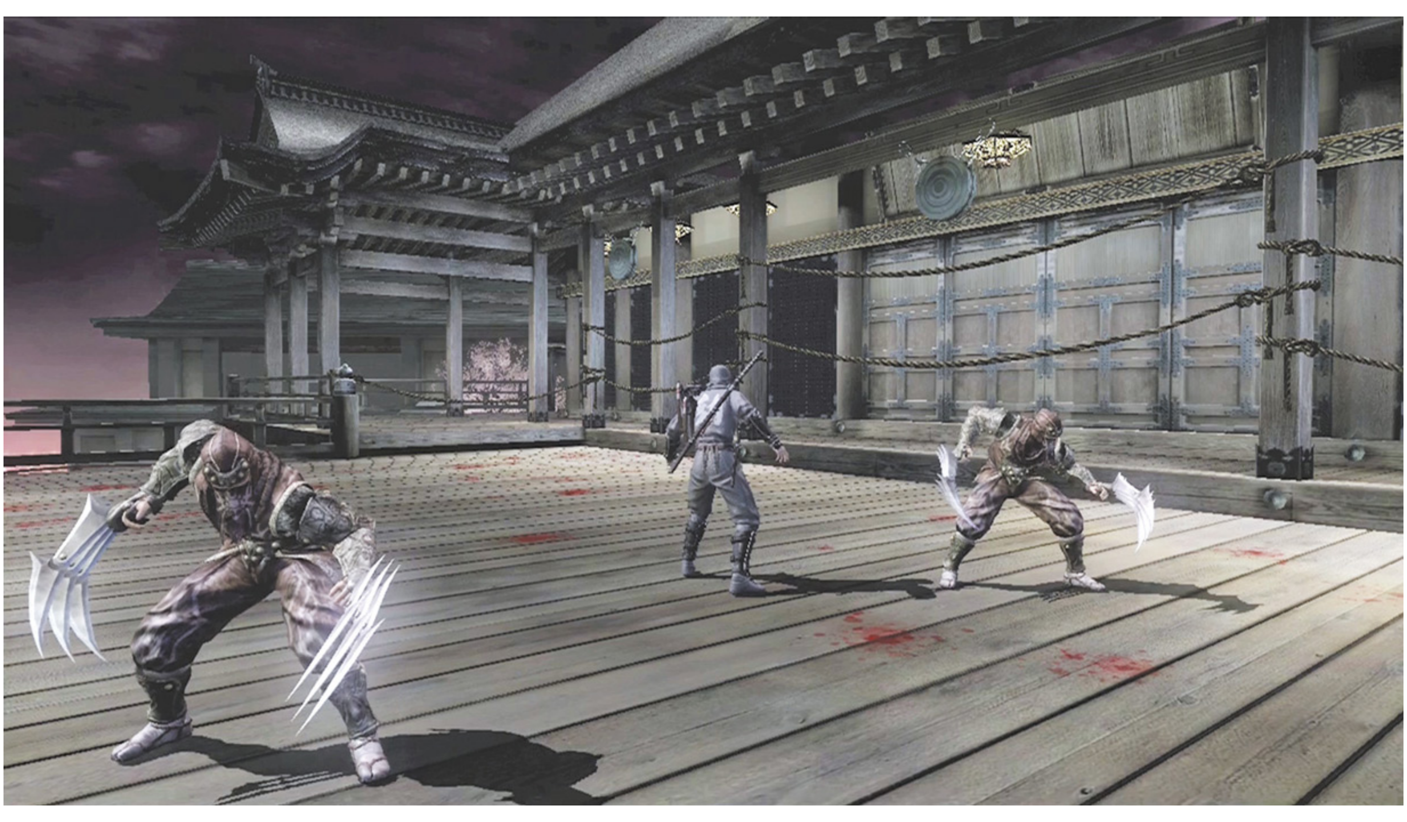
Normal Spider Ninja try to get close to Hayabusa to attack with their swords, while Archers stay back and attack with arrows. Both are very susceptible to Izuna Drops and go down with ease.

In general, take out any Archers first when you encounter a group of enemies. Once they come within visual range of Hayabusa, they begin to shoot flaming arrows. They do not cease firing until Hayabusa closes in on them.

Archers and normal Spider Ninja also have a bomb attack just like the Spider Talon Ninja.

However, they use it far less frequently. In a large group of Spider Ninja, Archers and Spider Talon Ninja, the Archers take priority, but only if the arrows are making it difficult to attack. If this is not the case, consider Archers and normal Spider Ninja the same priority.

Spider Talon Ninja



The Spider Talon Ninja is almost identical to the Melee Ninja from previous Ninja Gaiden games. He attacks with a talon weapon similar to the old Dragon's Claw. He does not have any notable abilities aside from a few basic combos and an Unblockable Grab.

Unfortunately, the Spider Talon Ninja blocks more frequently than most of the other enemies in the game. Use a slide to stop him from blocking, then quickly transition into an Izuna Drop. If the Talon Ninja evades the Izuna Drop (which happens often), use a series of Quick Attacks.

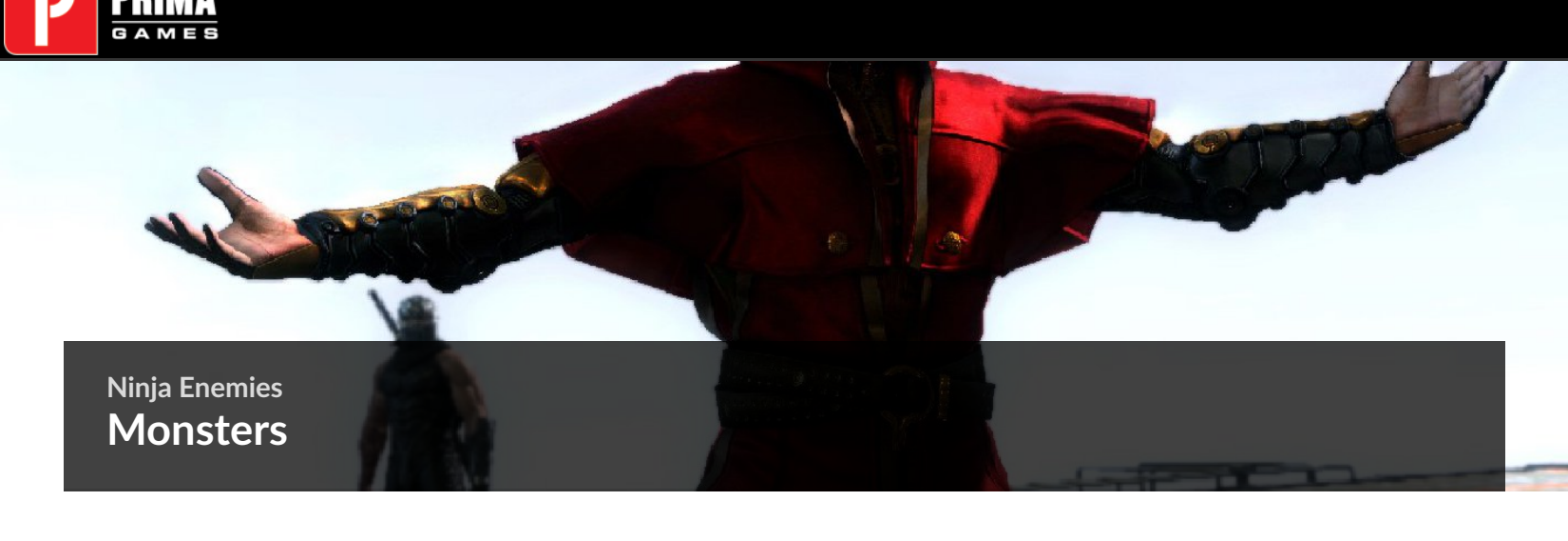
However, watch out for his bombs, which he usually drops after evading an attack. If you see a bomb, quickly slide away to avoid the blast.

It is also possible to break their defenses with a series of Strong Attacks, but Spider Talon Ninja are agile and it may be difficult to catch them. In this instance, use a single Strong Attack to stun the Ninja, then follow with Quick Attack combos.

If at all possible, save Ultimate Techniques and Ninpo to use against these enemies. They are the hardest of the Black Spider Clan to defeat.

Spider Talon Ninja Details

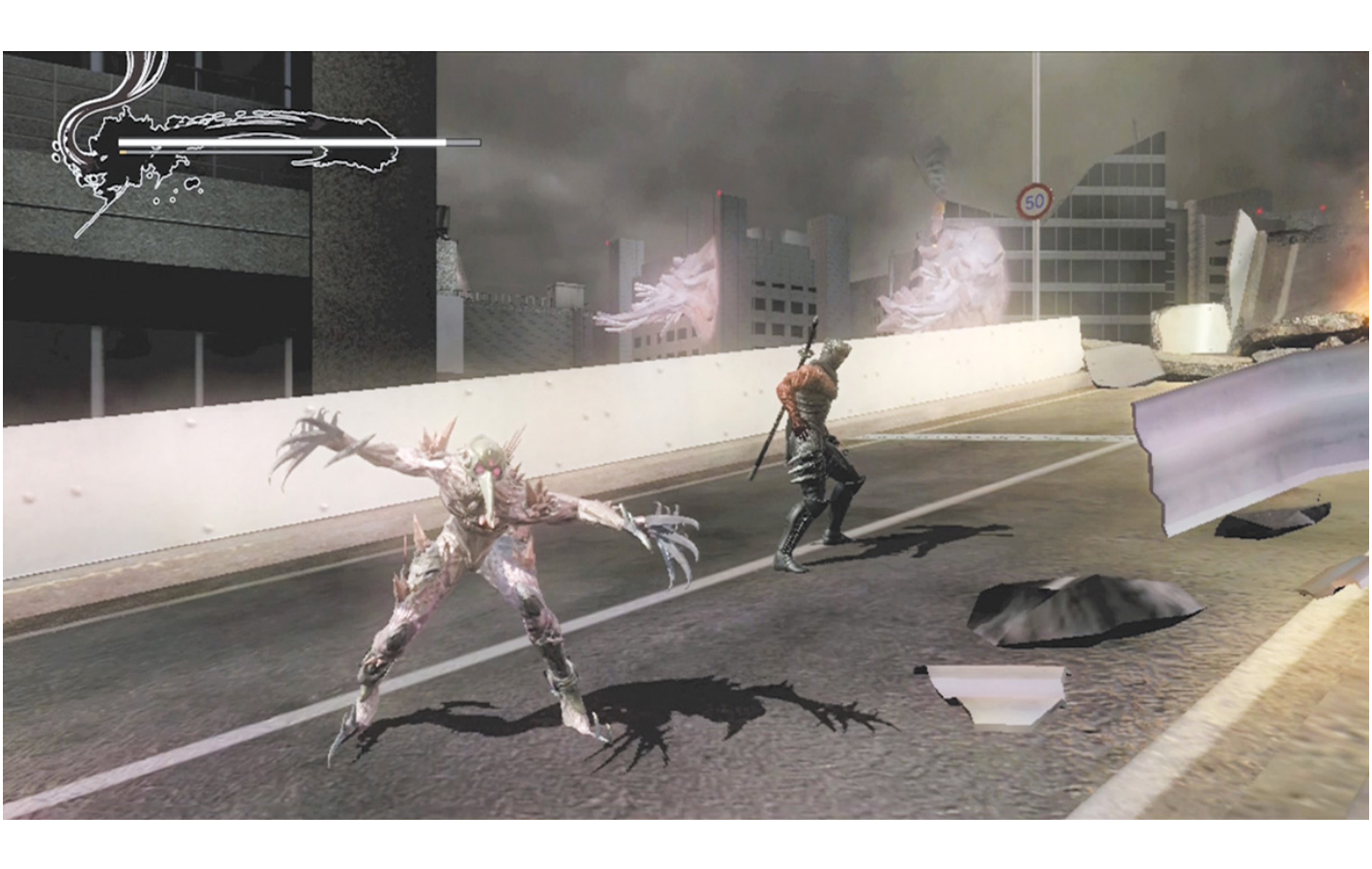
First Seen: Day 4
Class: Weak
Izuna Drop: Yes
Arrows: Yes
Spider Talon Ninja HP: 2,500
Range: Short
Power: 2
Priority: 3
Abilities/Weapons: Unblockable Grab, Bombs



Ninja Enemies

Monsters

Paracelsus Fiend



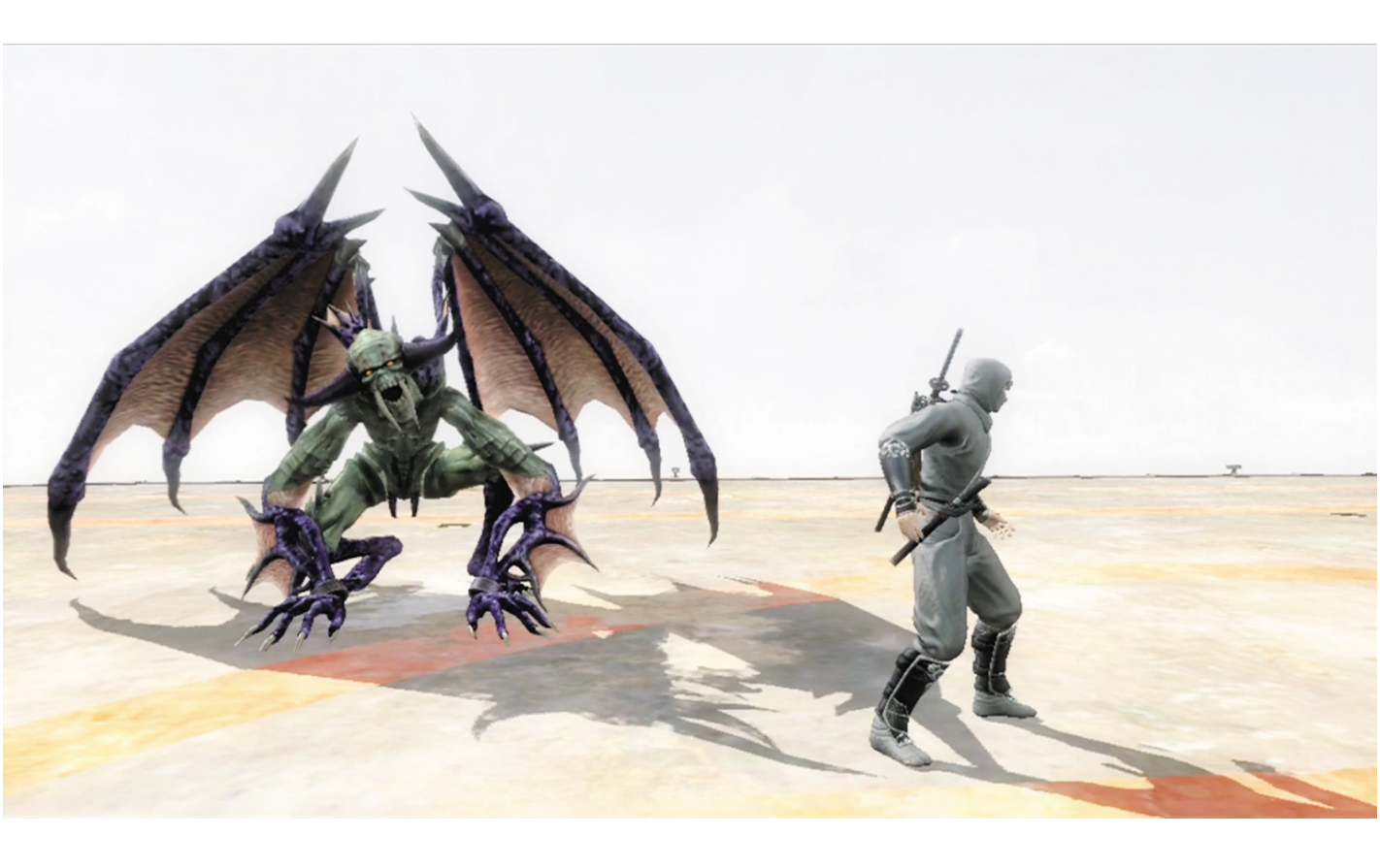
Paracelsus Fiend Details

First Seen: Day 8
Class: Weak
Izuna Drop: Yes
Arrows: Yes
Paracelsus Fiend HP: 2,100
Range: Short
Power: 3
Priority: 3
Abilities/Weapons: Unblockable Grab, Suicide Explosion, Dive Attack

Paracelsus Fiends are identical to normal Celsus Fiends, except they inflict more damage with each attack and they're more aggressive. A group of Paracelsus Fiends can be difficult to contend with if Hayabusa is hit one time or loses his momentum for any reason.

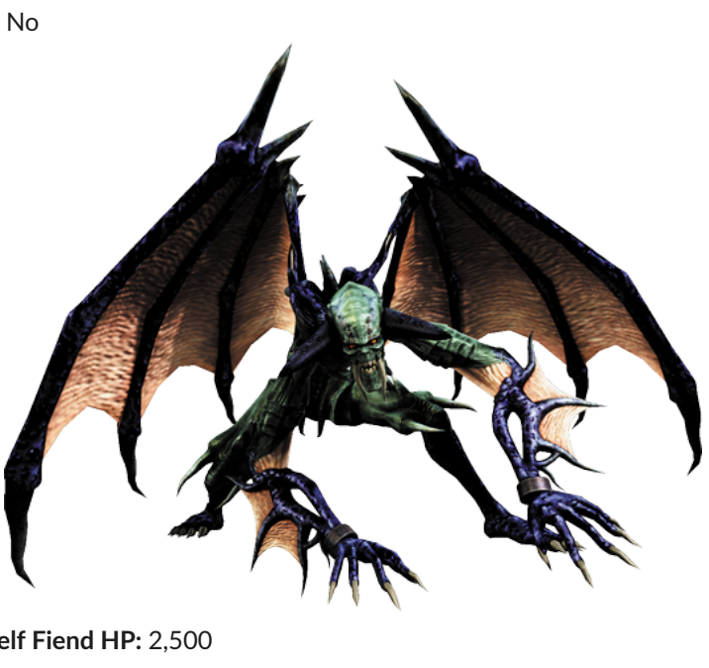
They have the same abilities as normal Celsus Fiend (including the Suicide Explosion), and are susceptible to the Izuna Drop. Use the Izuna Drop, then finish them off with an Obliteration Technique and be cautious of a potential resurrection and suicide. If Hayabusa gets hit, quickly slide away to regroup before you lose momentum completely.

High Van Gelf Fiend



High Van Gelf Fiend Details

First Seen: Ninja Trials—Leader 01
Class: Strong
Izuna Drop: No



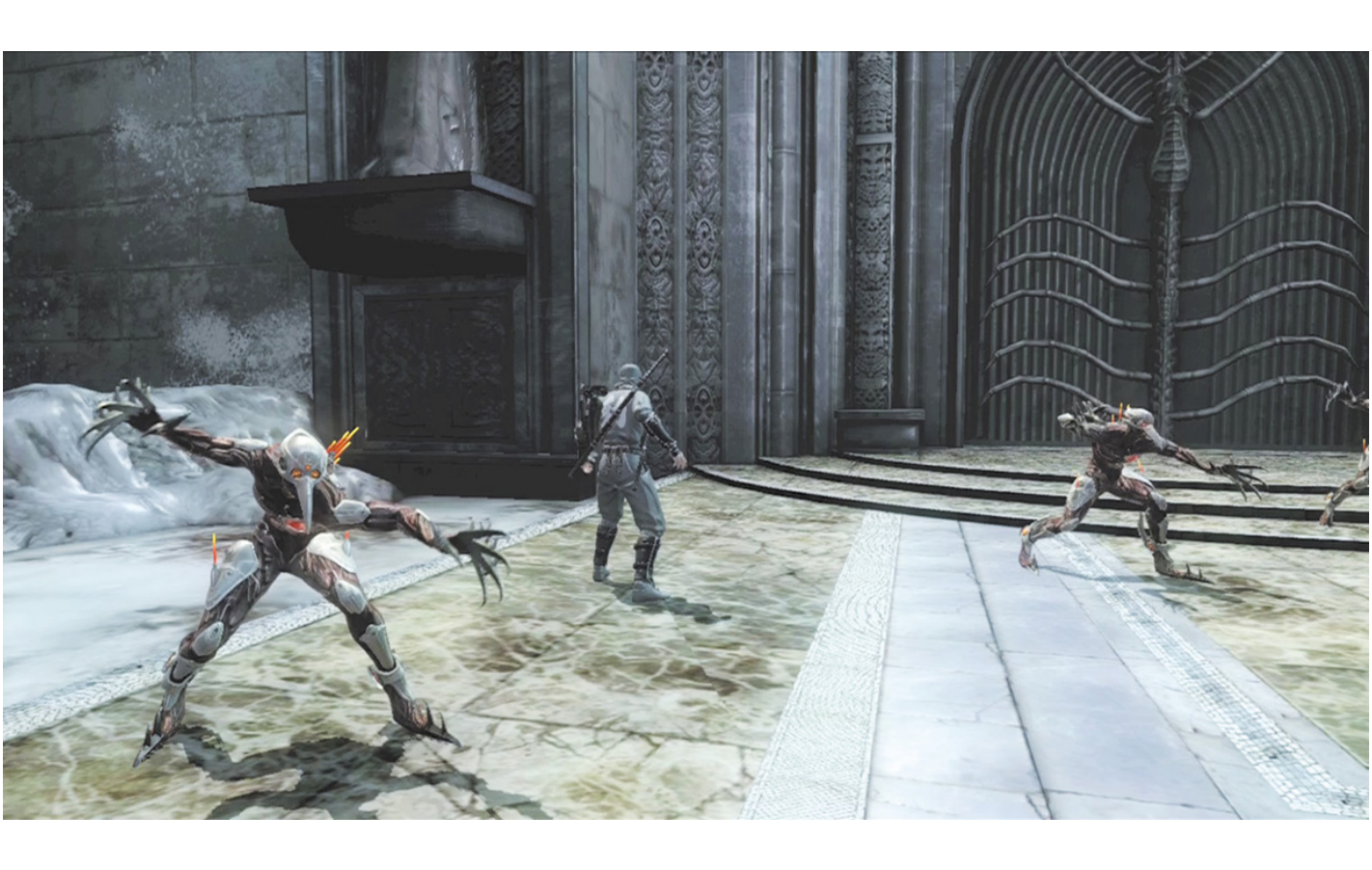
Arrows: No
High Van Gelf Fiend HP: 2,500
Range: Long
Power: 4
Priority: 4
Abilities/Weapons: Unblockable Grab, Unblockable Lunging Grab, Fireball Projectile

High Van Gelf Fiends are very similar to normal Van Gelf Fiends except that they have the ability to fly. This doesn't change how they attack, aside from the fact that their Fireball Projectile is used while they're in the air. Just like Van Gelf Fiends, from a distance the High Van Gelf Fiends use a Fireball Projectile. Usually a High Van Gelf Fiend shoots at least three Fireball Projectiles before landing on the ground again. These projectile attacks track your character, which means you must slide to evade them.

At mid range, the High Van Gelf Fiends use a Lunging Grab attack that's unblockable, just like the normal Van Gelf Fiend. Because you do not encounter High Van Gelf Fiends until late in the Ninja Trials mode, the Lunging Grab inflicts a considerable amount of damage on your character. You do not want to get hit with this or it will drain half of a full Health Gauge.

Your best course of action is to battle High Van Gelf Fiends at close range. From this distance, the High Van Gelf Fiend only attacks with an Unblockable Grab and a short combo. However, High Van Gelf Fiends almost always attack in groups. For best results, get the High Van Gelf Fiends together, then use a barrage of Quick Attack combos to take them out as quickly as possible. Focus on the same High Van Gelf Fiend until it's dead to decrease the total number of enemies.

Celsus Fiend



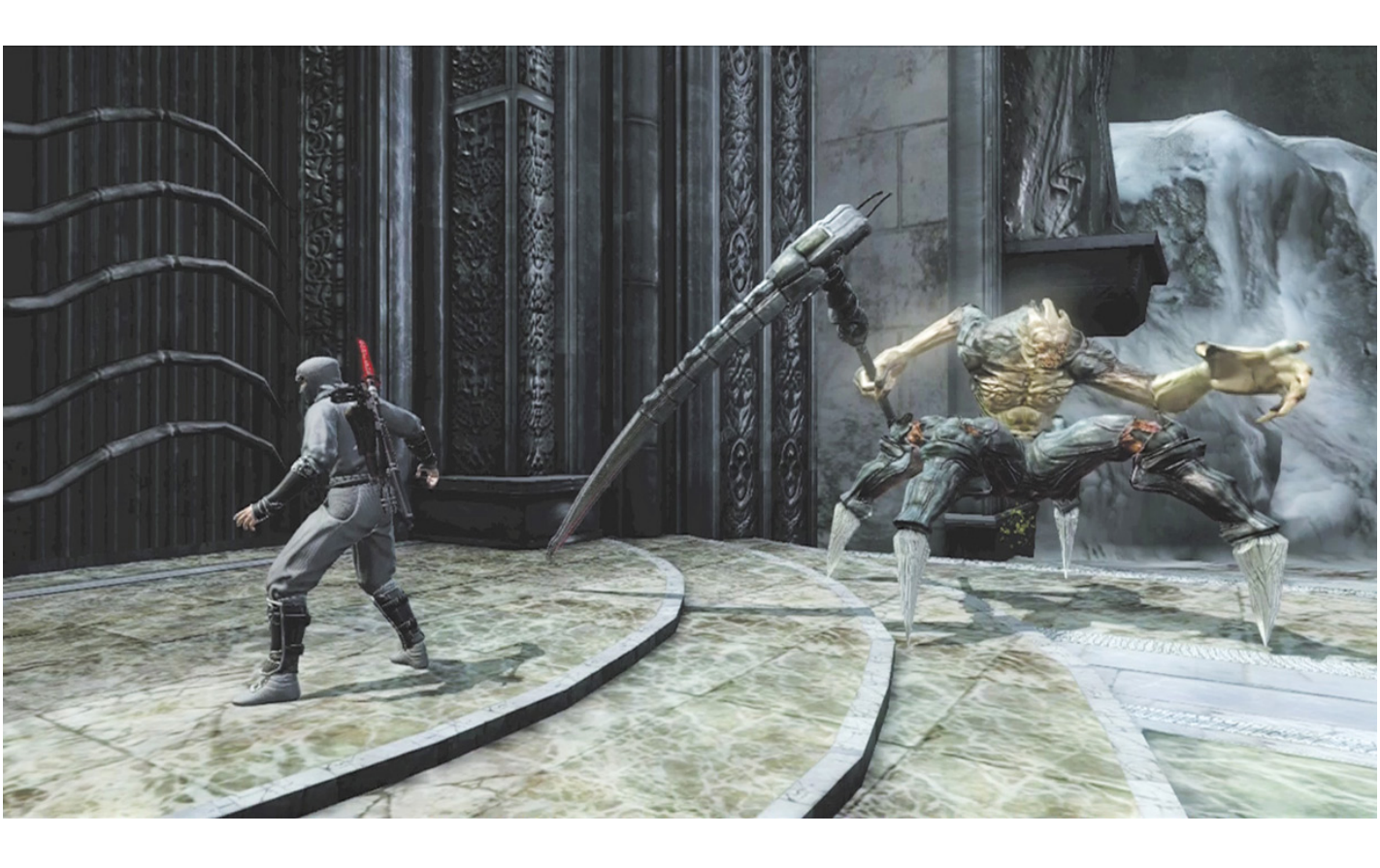
Celsus Fiend Details

First Seen: Day 6
Class: Weak
Izuna Drop: Yes
Arrows: Yes
Celsus Fiend HP: 2,100
Range: Short
Power: 3
Priority: 2
Abilities/Weapons: Unblockable Grab, Suicide Explosion, Dive Attack

Celsus Fiends are very agile and can be more annoying than most other enemies. At close range, they use an Unblockable Grab that inflicts a considerable amount of damage. From a moderate distance they use a Diving Attack that is difficult to avoid and can be used simply to close in on Hayabusa to then use an Unblockable Grab. The Izuna Drop works well against them, but even after death they can be hazardous.

It is not uncommon for a group of Celsus Fiends to resurrect after death and use a mass Suicide Explosion. This often occurs in mass when a Magna Persona Fiend is close by, but can happen even when no Magna Persona Fiends are around. During this sequence, a Celsus Fiend starts crawling around and attempts to jump on Hayabusa and explode. Even if they do not grab Hayabusa, they still explode after a short time. Use an Obliteration Technique to limit how often this happens, or attack the Celsus Fiend as soon as it starts to resurrect. However, in both instances, a Celsus Fiend can still explode after death. Continuously slide away from the Celsus Fiends until all of them have exploded.

Magna Fiend

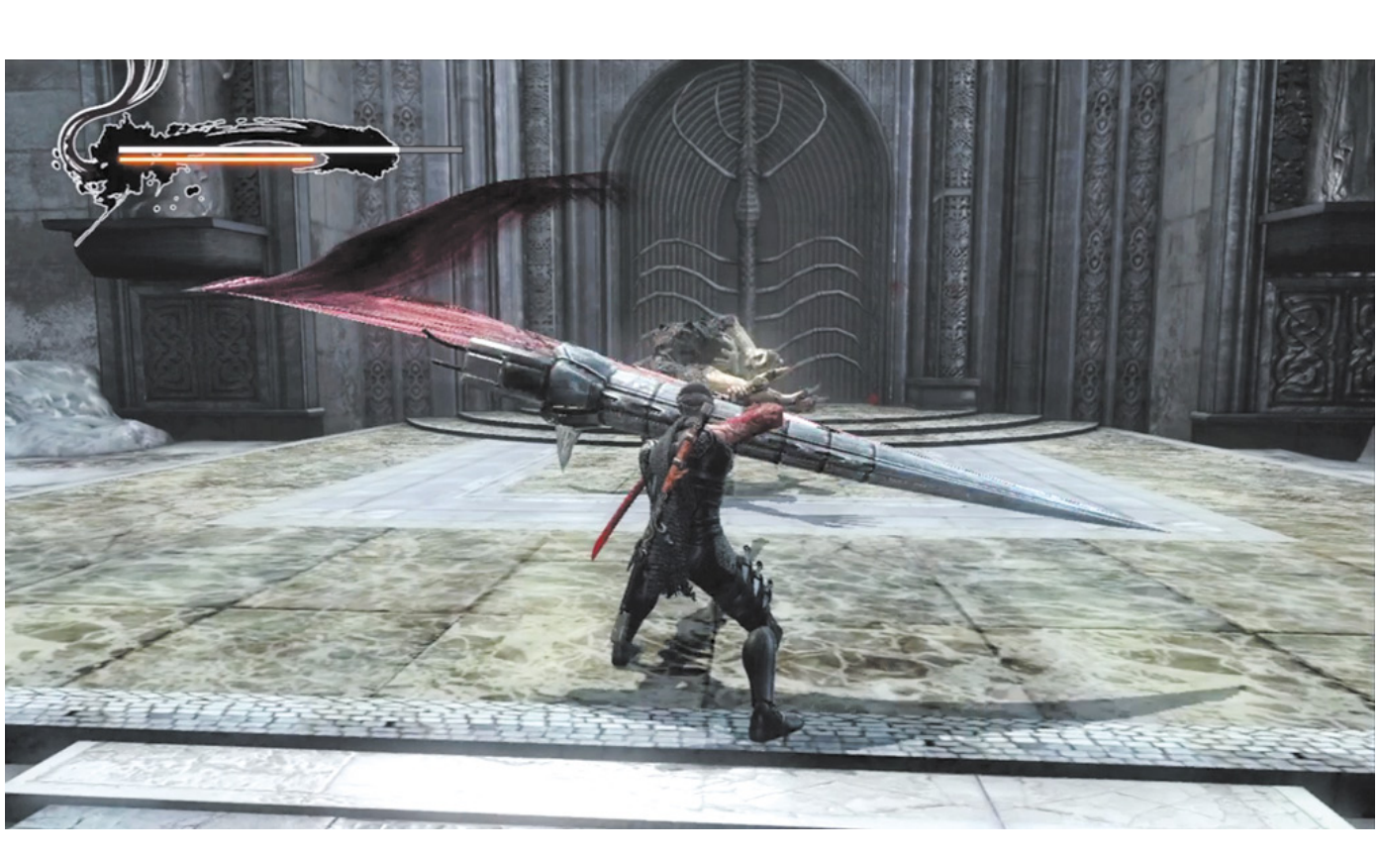


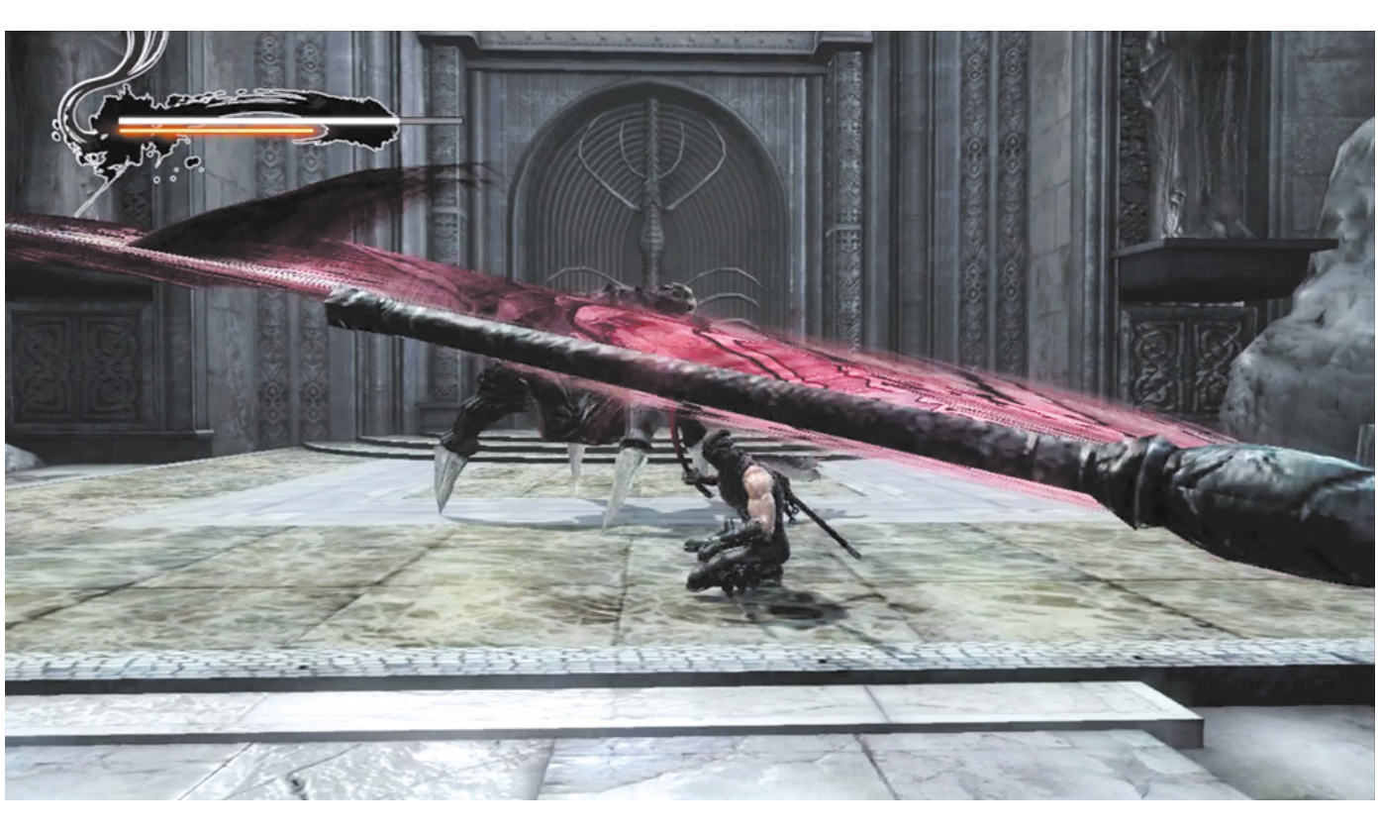
Magna Fiend Details

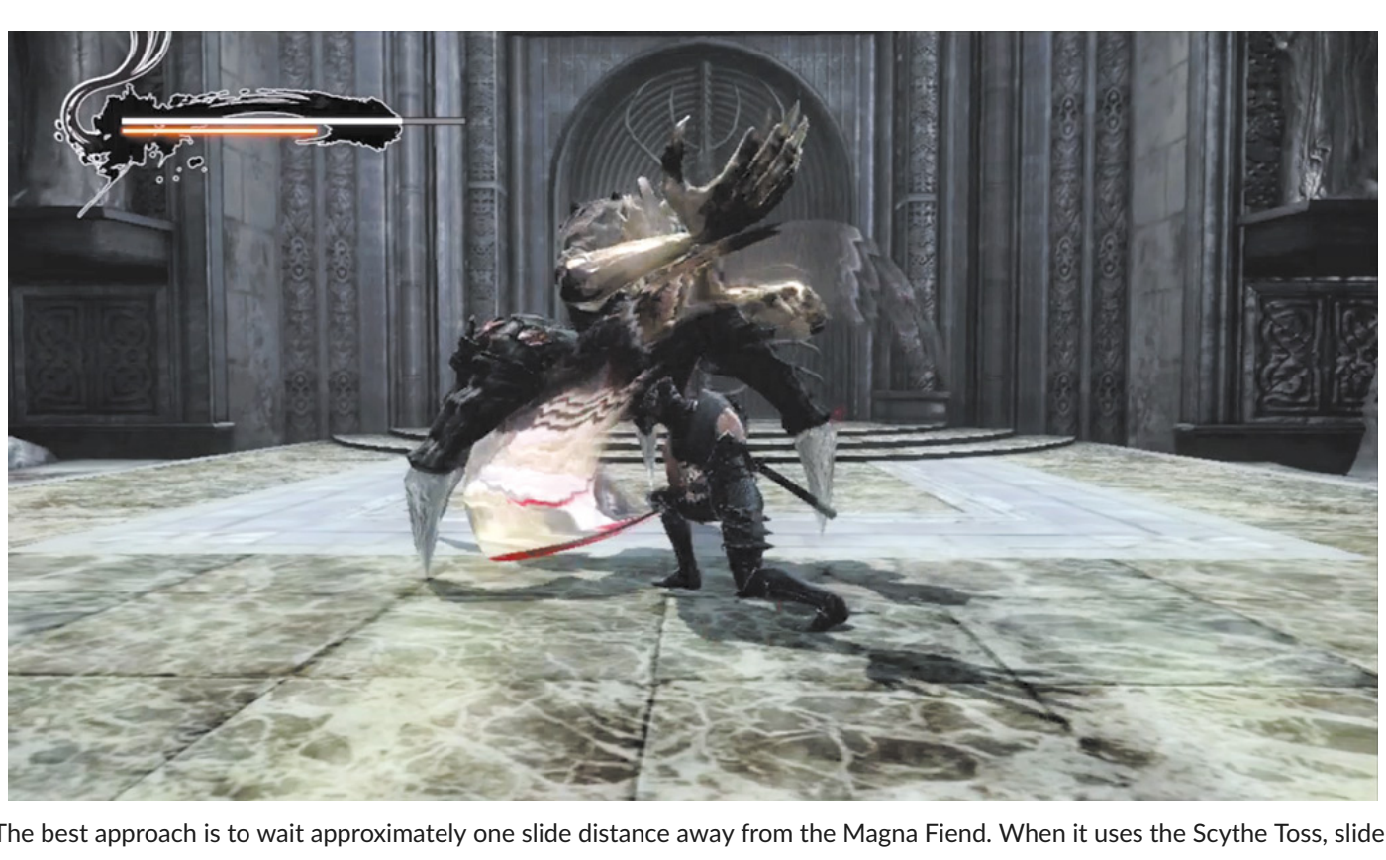
First Seen: Day 6
Class: Strong
Izuna Drop: No
Arrows: Yes
Magna Fiend HP: 3,000
Range: Long

Power: 3
Priority: 4
Abilities/Weapons: Unblockable Grab, Jumping Stomp, Scythe Toss, Scythe Combos

When a Magna Persona Fiend is successfully shot down, it spawns a Magna Fiend. Magna Fiends are strong opponents that can be difficult to deal with, especially in groups. From a distance, the Magna Fiend throws its scythe toward Hayabusa (Scythe Toss). This does not cover the full distance of a normal sized room, but if Hayabusa is anywhere near the Magna Fiend, it can connect. At close range, the Magna Fiend uses a series of Scythe Combos that can be hard to avoid at close range. When it starts to get close to Hayabusa, it can also use a Jumping Stomp. If you see this, wait until it jumps into the air, then slide away. If you slide too early, the Magna Fiend will land on top of Hayabusa.





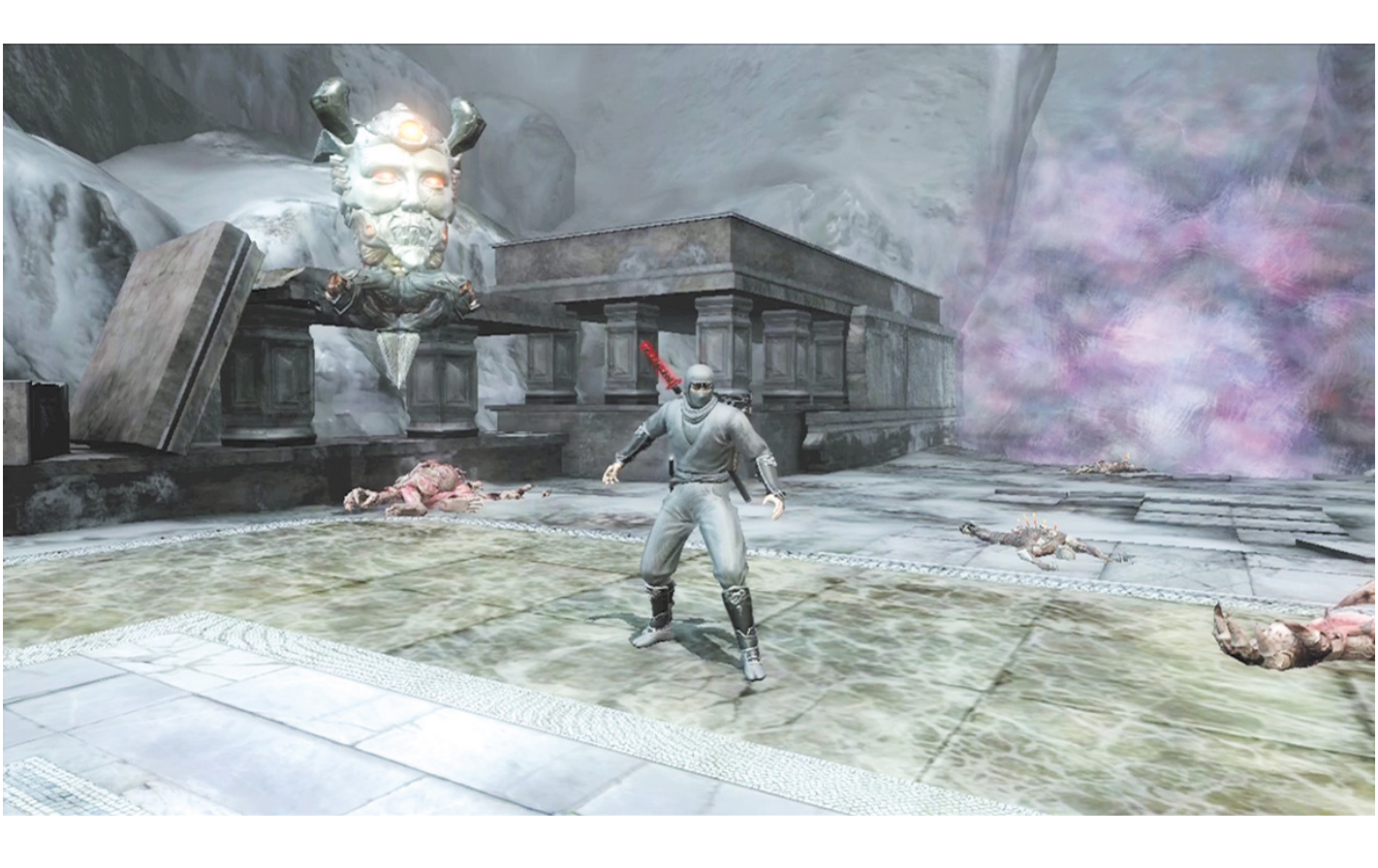


The best approach is to wait approximately one slide distance away from the Magna Fiend. When it uses the Scythe Toss, slide under it and toward the enemy, then use Strong Attacks or a Strong Attack combo until it's no longer stunned. At this point, slide away and repeat the process.

Alternatively, slide toward the Magna Fiend, then transition directly into a Strong Attack. A Flying Swallow also works well to close in on the Magna Fiend. It doesn't always connect, but safely getting close to the Magna Fiend is just as good. Once Hayabusa is close, use a Strong Attack to stun the Magna Fiend. A slide into a Strong Attack usually stuns the Magna Fiend, but a normal Strong Attack also works. If the Magna Fiend is not stunned, slide away and try again. While the Magna Fiend is stunned, use a continuous series of Strong Attacks until you can sever its legs. With the Magna Fiend crippled, attack with a Strong Attack (4 or i) to finish it off.

If you stay close to the Magna Fiend when it's not stunned, it will use various Scythe Combos and an Unblockable Grab. During the combos, if it's scythe gets stuck in the ground, take the opportunity to attack with Strong Attack combos. If you can evade it's combos, attack as soon as they complete (usually three attacks). However, it's never a good idea to be close to the Magna Fiend when it's not stunned.

Magna Persona Fiend



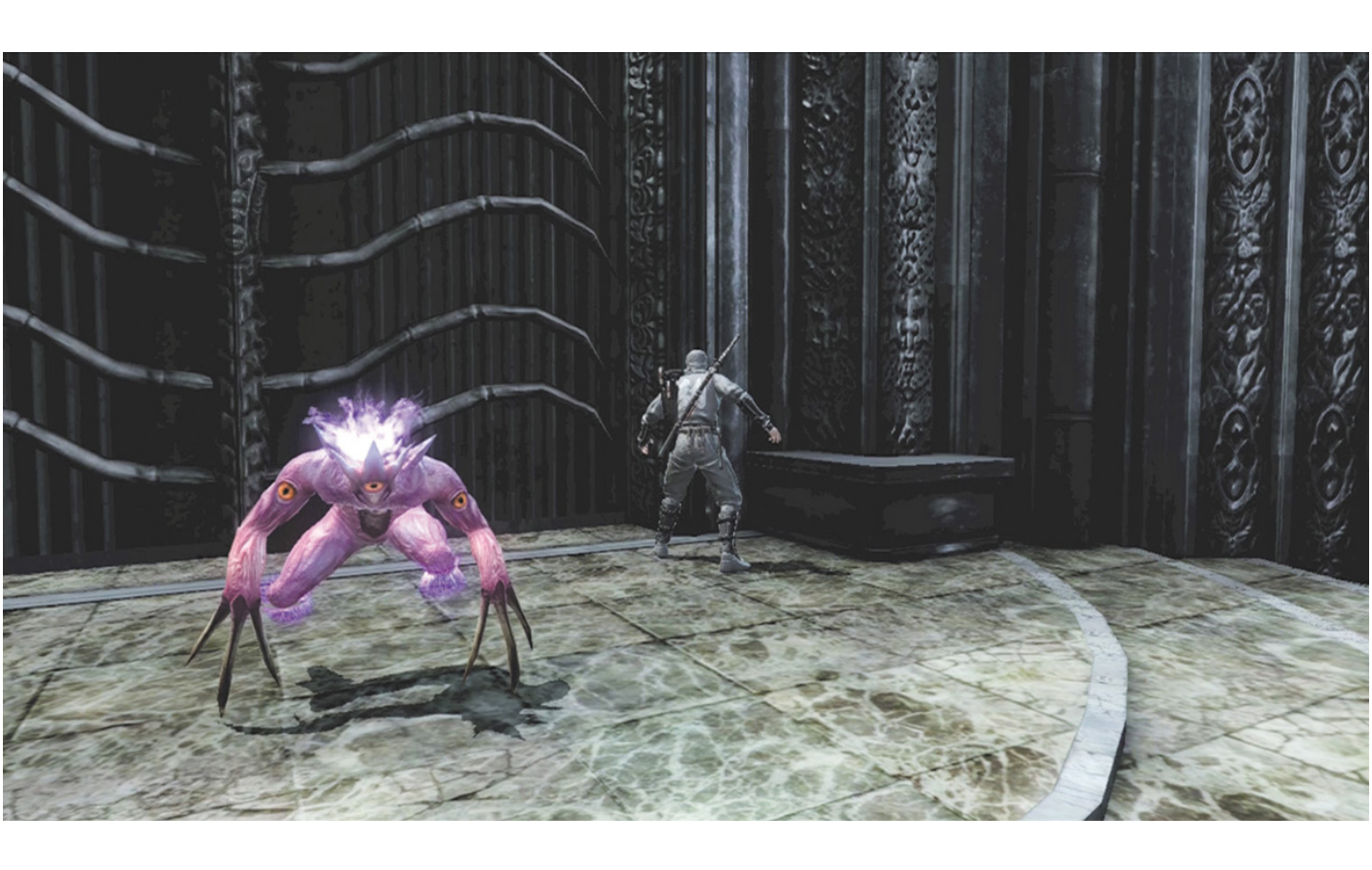
Magna Persona Fiend Details

First Seen: Day 6
Class: Strong
Izuna Drop: No
Arrows: Yes
Magna Persona Fiend HP: 1,000
Range: Long

Power: 3
Priority: 5
Abilities/Weapons: Laser Projectile

The Magna Persona Fiend doesn't appear very often and only uses one main attack. It fires a Laser Projectile, which is telegraphed by several bright circles on the ground. When the circles appear, slide until Hayabusa is safely away from them. If you see a Magna Persona Fiend, wait until its eyes light up, then shoot an arrow at it. Two or three arrows will take down a Magna Persona Fiend, revealing a Magna Fiend.

Shadow Fiend



Shadow Fiend Details

First Seen: Ninja Trials—Acolyte 05
Class: Weak
Izuna Drop: Yes
Arrows: Yes
Shadow Fiend HP: 1,700
Range: Short

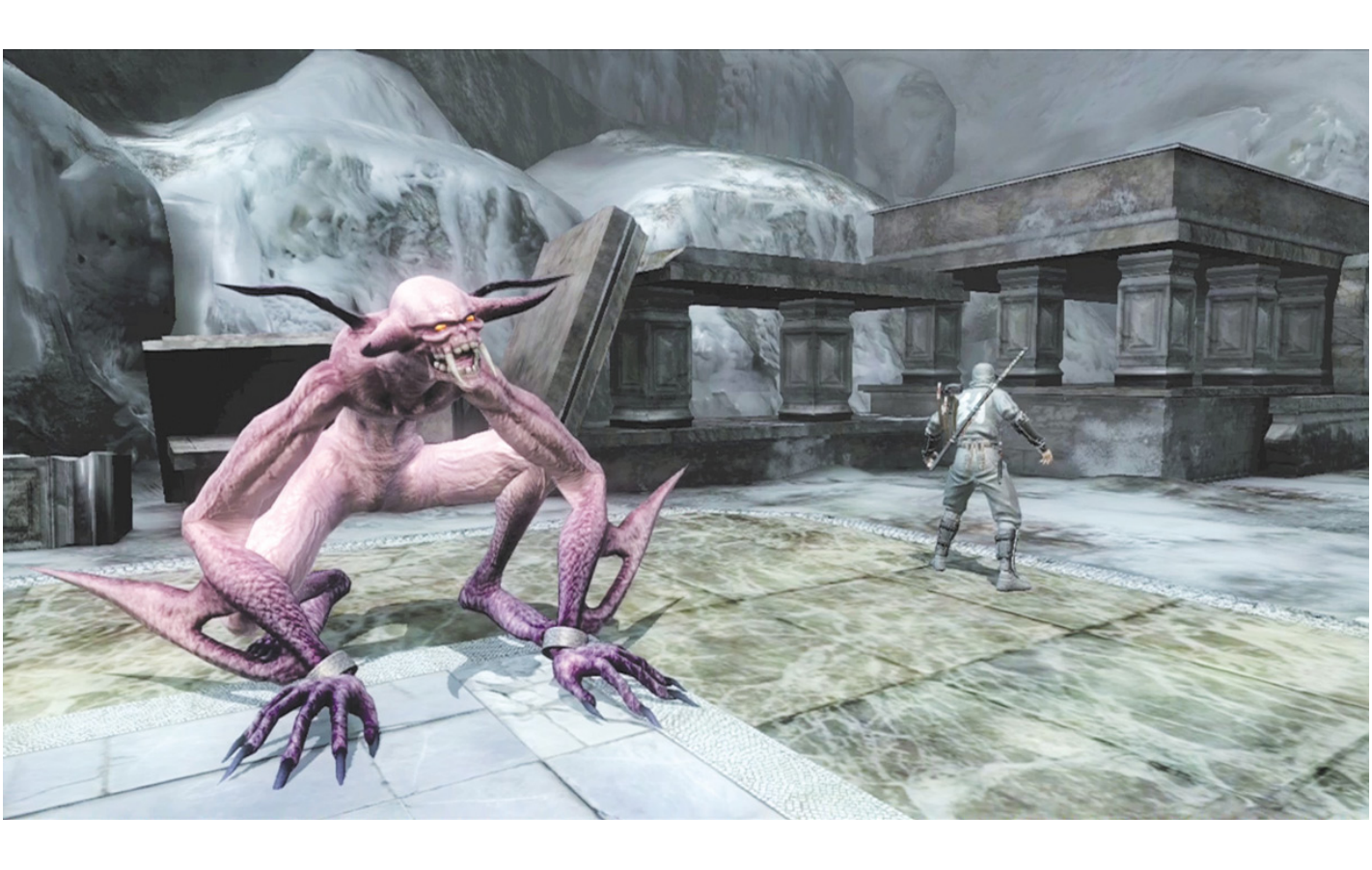
Power: 2
Priority: 3
Abilities/Weapons: Unblockable Grab, Teleport

Shadow Fiends can be very annoying, especially in large groups. They almost always appear alongside Van Gelf Fiends, which makes them even more troublesome to deal with. While Shadow Fiends are relatively weak and can be defeated with a single Izuna Drop, they are extremely agile and difficult to pin down.

From a slight distance, Shadow Fiends dive into the ground and use a Teleport to close in on you. Their location is visible thanks to a purple spot on the ground. Watch these spots and slide away from them when they get close. Shadow Fiends generally use their Unblockable Grab as they reappear after a Teleport. It's very difficult to evade this if you're too close to the Shadow Fiend when it comes out of a Teleport. It's best to evade the Shadow Fiends when they're underground, then attack as soon as they appear again.

It is not possible to use an Obliteration Technique on a Shadow Fiend, which would generally not be a concern. However, because the Shadow Fiends attack in groups and are extremely agile, if you attempt to attack a Shadow Fiend immediately after defeating another Shadow Fiend, your character almost always tries to attack the near-death Shadow Fiend. In most cases this would result in an Obliteration Technique, but against Shadow Fiends it does nothing more than leave your character open to an attack from the other Shadow Fiend. To avoid this, slide away from the near-death Shadow Fiend, then attack your next target.

Van Gelf Fiend



Van Gelf Fiend Details

First Seen: Ninja Trials—Acolyte 05
Class: Strong
Izuna Drop: No
Arrows: No
Van Gelf Fiend HP: 2,500

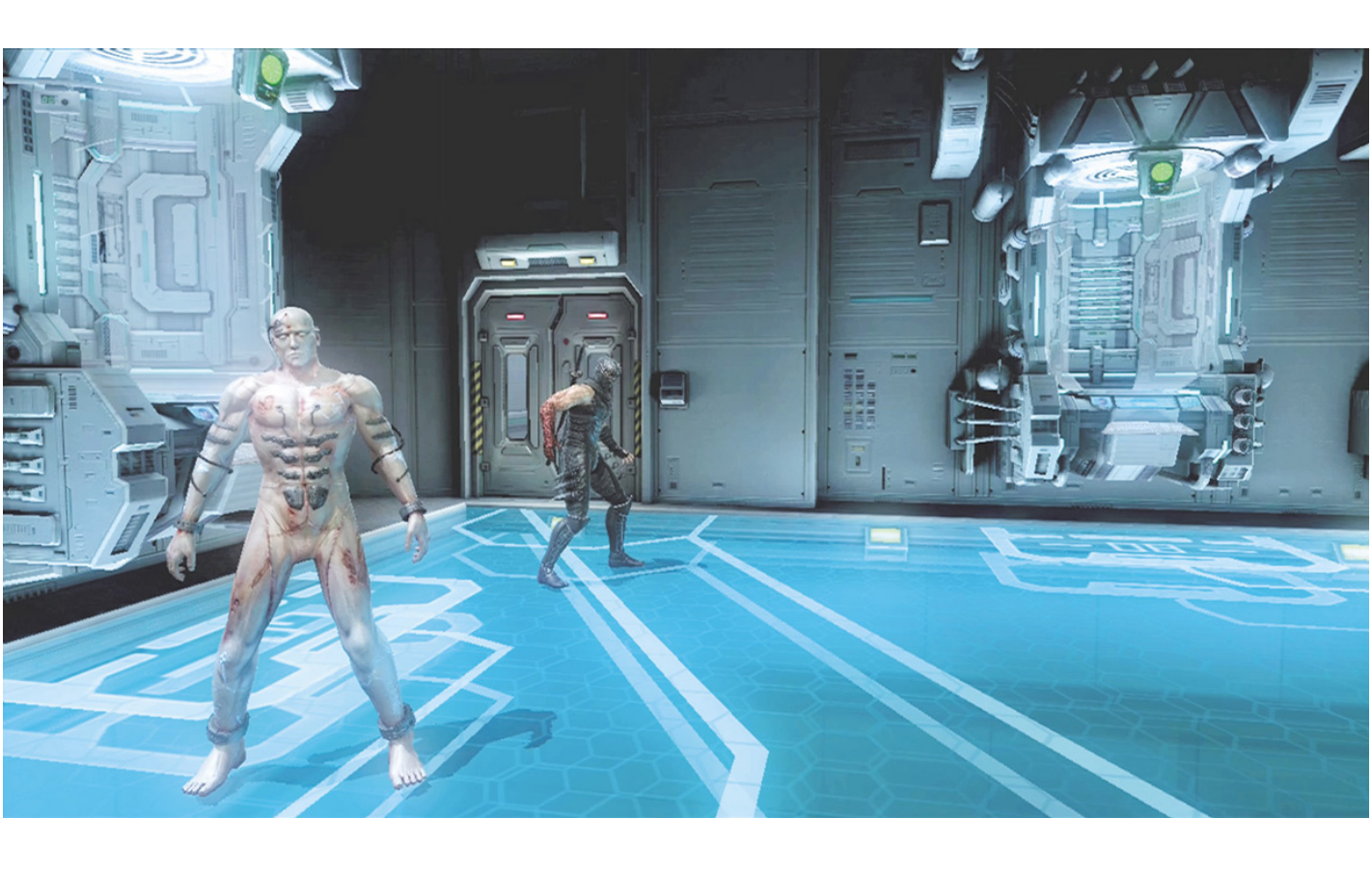
Range: Long
Power: 3
Priority: 3
Abilities/Weapons: Unblockable Grab, Unblockable Lunging Grab, Fireball Projectile

The Van Gelf Fiend is an enemy from Ninja Gaiden II that only appears in Ninja Trials mode. From a distance, it attacks with a Fireball Projectile that has the ability to knock Hayabusa out of the air during an Izuna Drop. In most cases it will miss, but Van Gelf Fiends tend to attack in groups. If multiple Van Gelf Fiends are attacking with Fireball Projectiles, it can be difficult to pull off an Izuna Drop against other enemies in the area. If you're having difficulty, get closer to the Van Gelf Fiends to stop them from using the projectile, or take out the Van Gelf Fiends first.

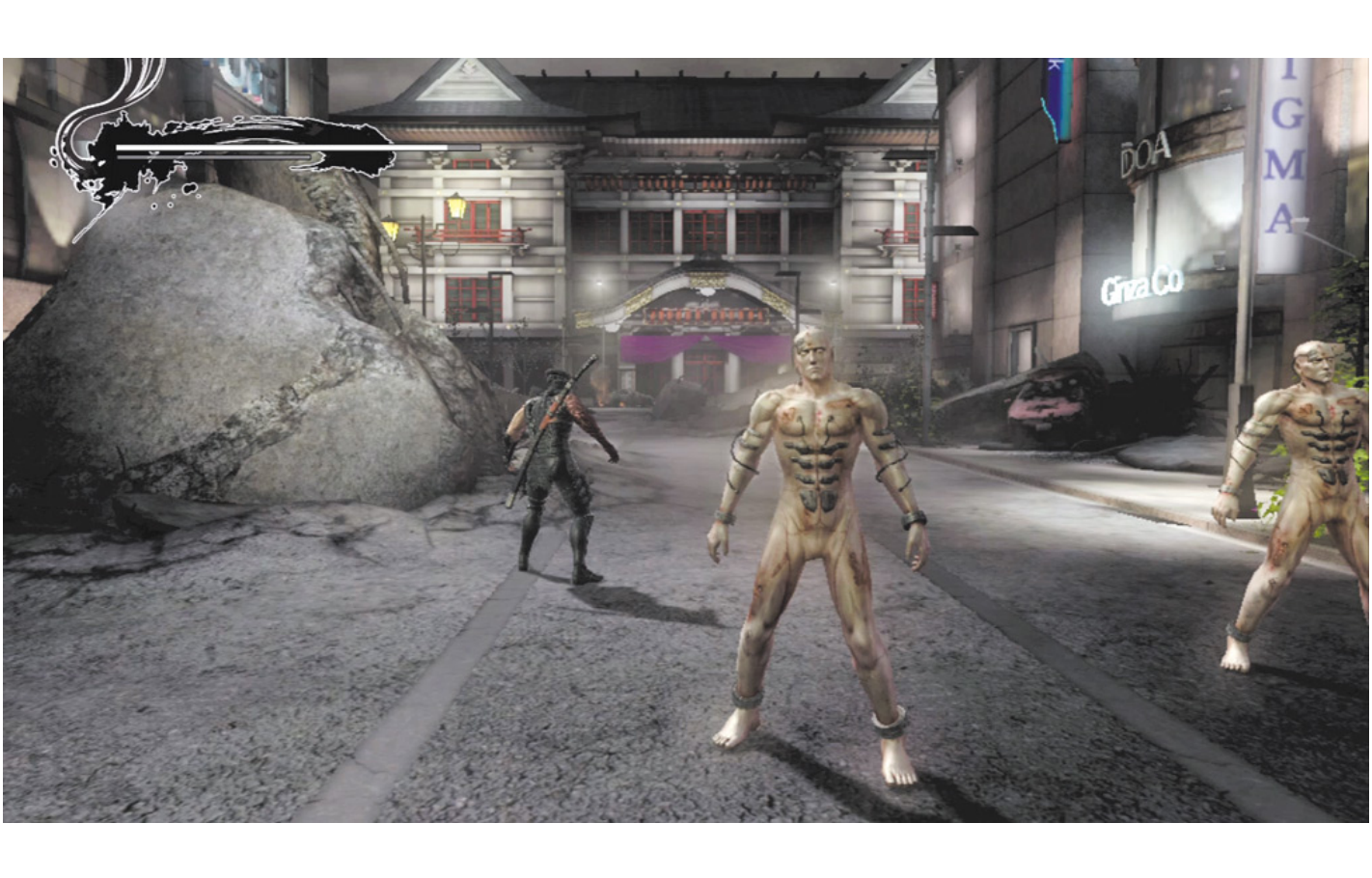
From just outside of your attack range, Van Gelf Fiends use an Unblockable Lunging Grab that looks almost like a ground stomp of some sort. The Van Gelf Fiend stomps you to the ground, then proceeds to slam its fist into your face. Slide to avoid this attack, and get close to the Van Gelf Fiend to limit most of its attack power. At close range, the Van Gelf Fiend uses a three-hit combo attack that can be blocked, as well as an Unblockable Grab. However, if you continuously attack with Quick Attack combos, the Van Gelf Fiend will not have time to initiate any of these attacks.

Van Gelf Fiends usually attack alongside Shadow Fiends, which have the same priority rating as a Van Gelf Fiend. Both enemies can be difficult to deal with, especially when fighting them together. If you have trouble avoiding the Van Gelf Fiend's attacks, take them out before the Shadow Fiends. Otherwise, use the Shadow Fiends to build up to an Ultimate Technique to then take down the Van Gelf Fiends a little faster.

Homunculus/Moon Child



Homunculus



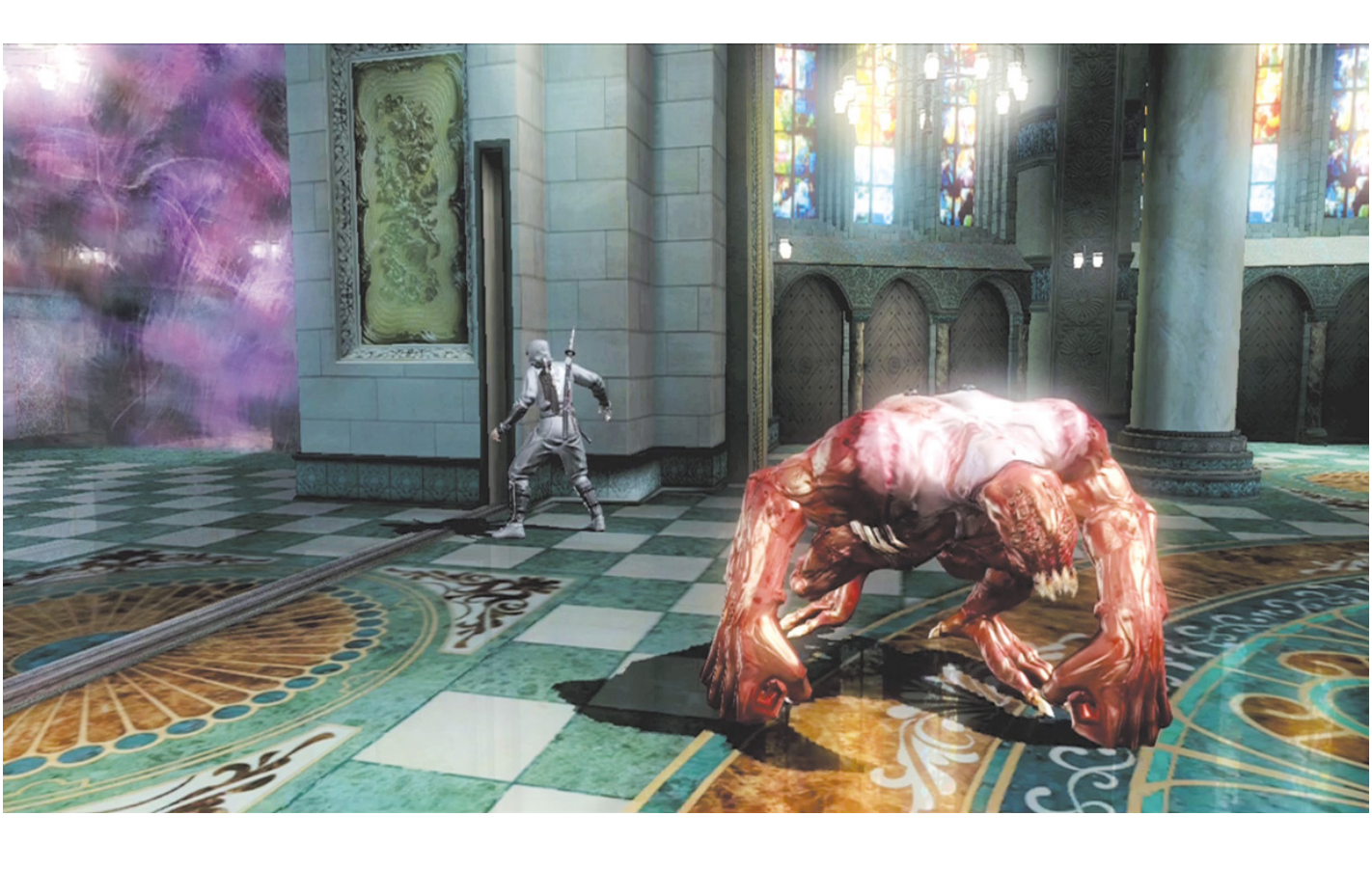
Moon Child

Homunculus/Moon Child Details

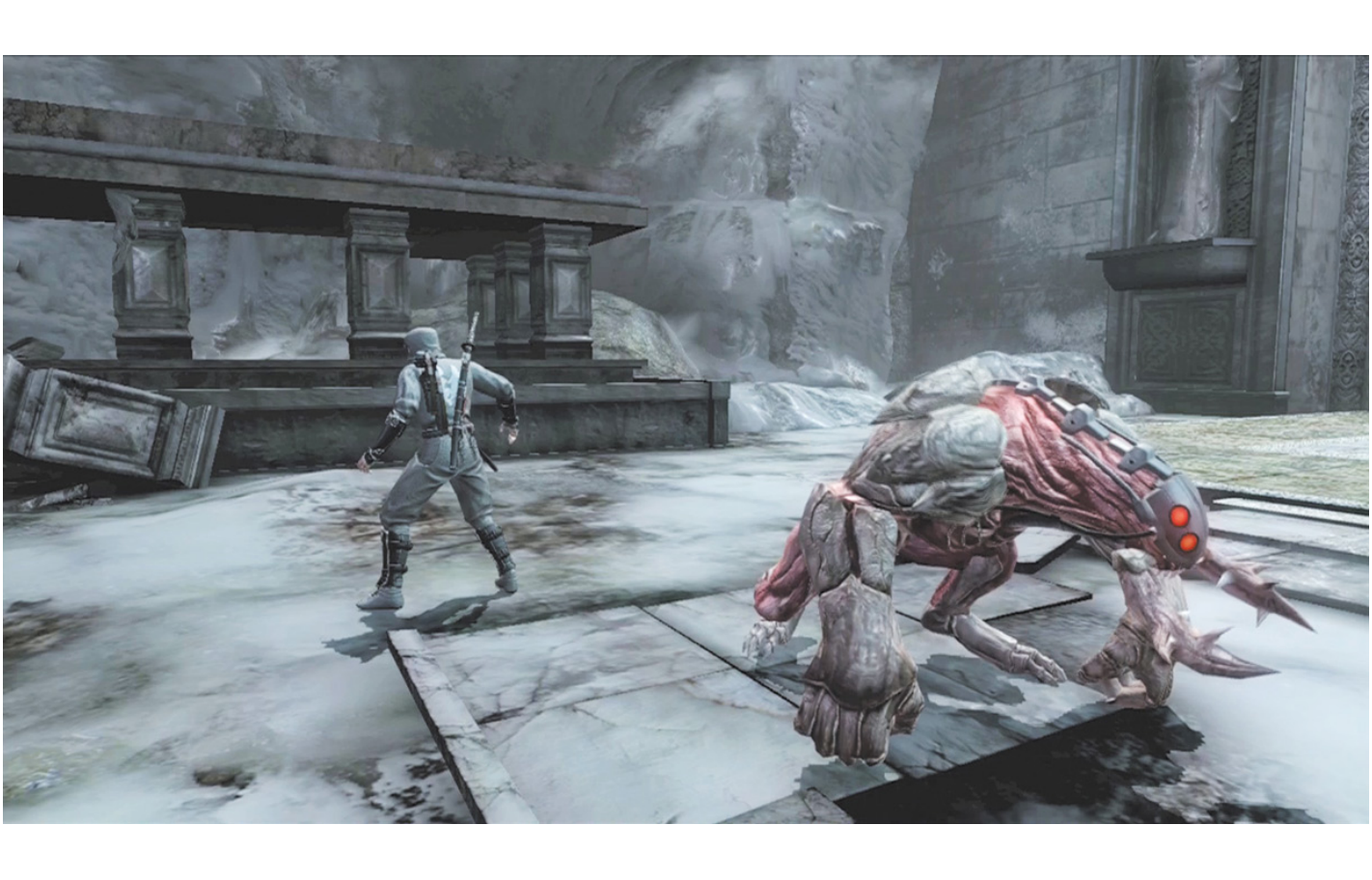
First Seen: Day 4
Class: Weak
Izuna Drop: Yes
Arrows: Yes
Homunculus HP: 1,300/2,100
Range: Short
Power: 1
Priority: 1
Abilities/Weapons: Unblockable Grab

Homunculus are arguably the weakest enemy in the game and go down with minimal effort. Their only significant attack is an Unblockable Grab. However, they move slower than other enemies and are easy to evade. The best way to take down a group of Homunculus is to wait until they're close together, then attack the center-most Homunculus with a series of Quick Attacks until a Steel on Bone attack is initiated. At this point, each consecutive attack will be another Steel on Bone as long as there's a Homunculus within reach. With proper timing, it's possible to take out an entire horde of Homunculus with a continuous series of Steel on Bone attacks. In most cases, killing a Homunculus spawns a Megaselion or an Ourboros.

Megaselion/Demon Baphomet



Megaselion



Demon Baphomet

Megaselion/Demon Baphomet Details

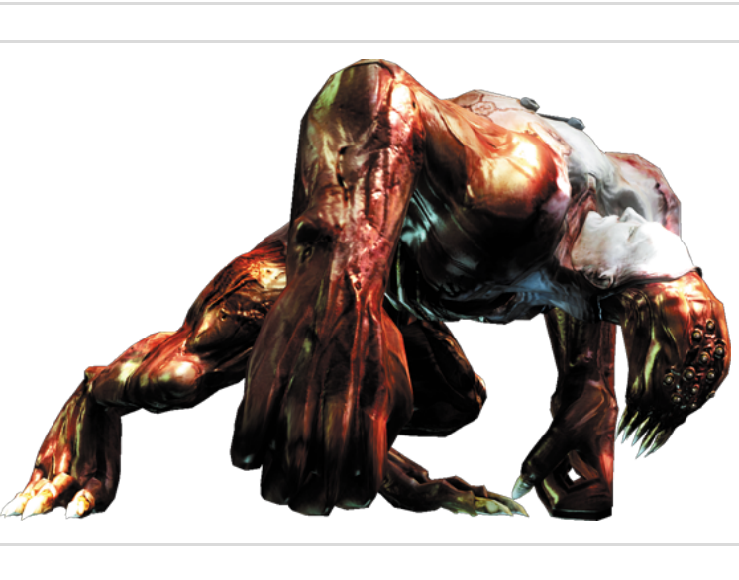
First Seen: Day 4
Class: Strong
Izuna Drop: No
Arrows: No
Megaselion HP: 3,750
Demon Baphoment HP: 4,250
Range: Short
Power: 4
Priority: 1
Abilities/Weapons: Unblockable Grab, Unblockable Lunging Grab, Charge Attack, Rolling Attack, Jumping Attack

The Megaselion and Demon Baphoment, are two of the strongest, non-boss enemies in Ninja Gaiden 3. They are strong enough to interrupt many of Hayabusa's attacks with an Unblockable Grab, or a combo series of its own. From a distance, they bend down and charge at Hayabusa, use an Unblockable Lunging Grab with considerable range, charge up to use a Rolling Attack, or use a Jumping Attack.

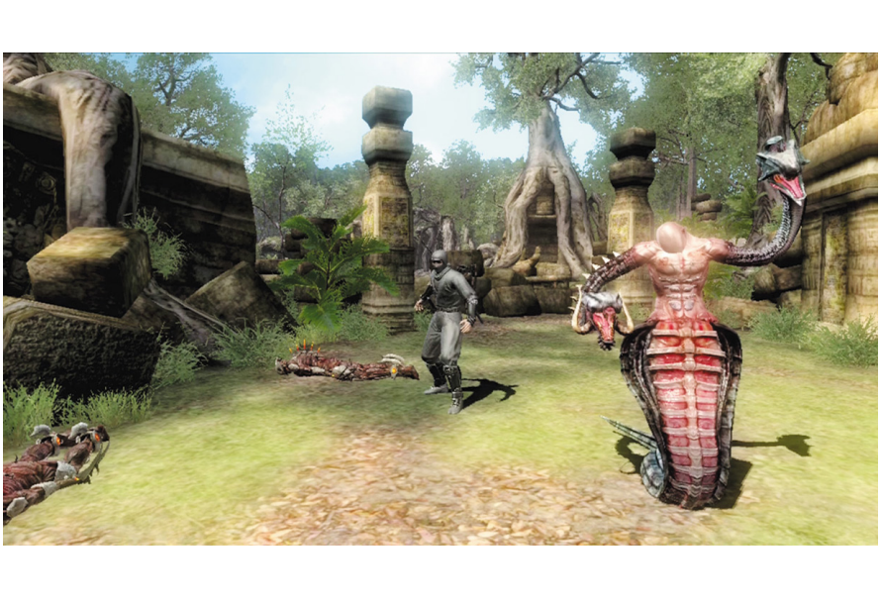
The best way to take down a Megaselion or Demon Baphoment is to use a series of Quick Attack combos. If they block, slide away and wait for them to attack. Evade the attack, then slide toward them and use Quick Attack combos again. If the attacks connect, continue to use Quick Attack combos until they deflect (parry) an attack. As soon as this happens, slide away to avoid the incoming counterattack. As soon as the attack misses, slide back toward them and continue with a barrage of Quick Attack combos until prompted to press Strong Attack (4 or i) and finish it off.

Megaselion and Demon Baphoment rarely attack alone, which means you need to pay close attention to the enemies around Hayabusa and move away to regroup if he's in danger of being attacked. If there are multiple Megaselions or Demon Baphoments, use the Quick Attack strategy, but watch the other enemies. If you see another Megaselion's or Demon Baphoment's hands glow red, slide away to avoid the Lunging Grab that follows.

In a group of Homunculus and Megaselion, if you can get the Homunculus close to the Megaselions, attack the Homunculi with a Quick Attack combo to initiate a Steel on Bone attack. If a Megaselion is close enough, Hayabusa's next attack will kill it in one slash. This strategy makes it considerably easier to fight groups of Megaselion, but it can be difficult to position the Megaselion and Homunculus properly.



Ourboros



Ourboros Details

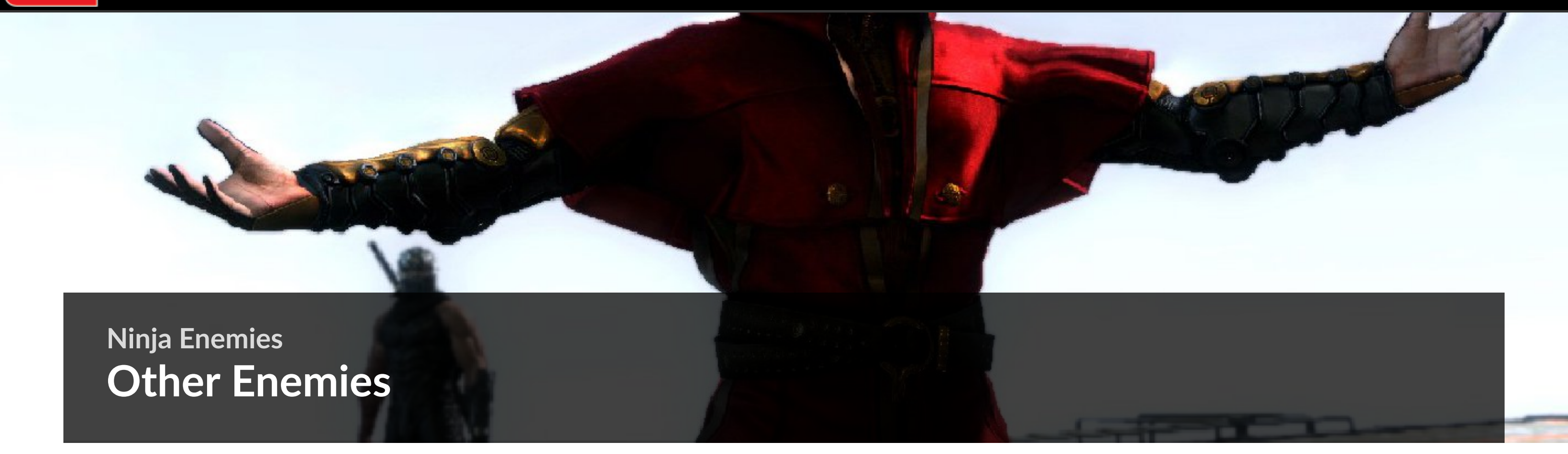
First Seen: Day 4
Class: Strong
Izuna Drop: No
Arrows: No
Ourboros HP: 2,300
Range: Long

Power: 2
Priority: 3
Abilities/Weapons: Unblockable Grab, Acid Spray, Tentacle Swipe

An Ourboros is a little easier to handle compared to a Megaselion, but they're still difficult to deal with. At close range the Ourboros uses an Unblockable Grab (indicated by a glowing red arm), and a Tentacle Swipe that has moderate range. From a distance, the Ourboros uses an Acid Spray attack that Hayabusa can slide under.

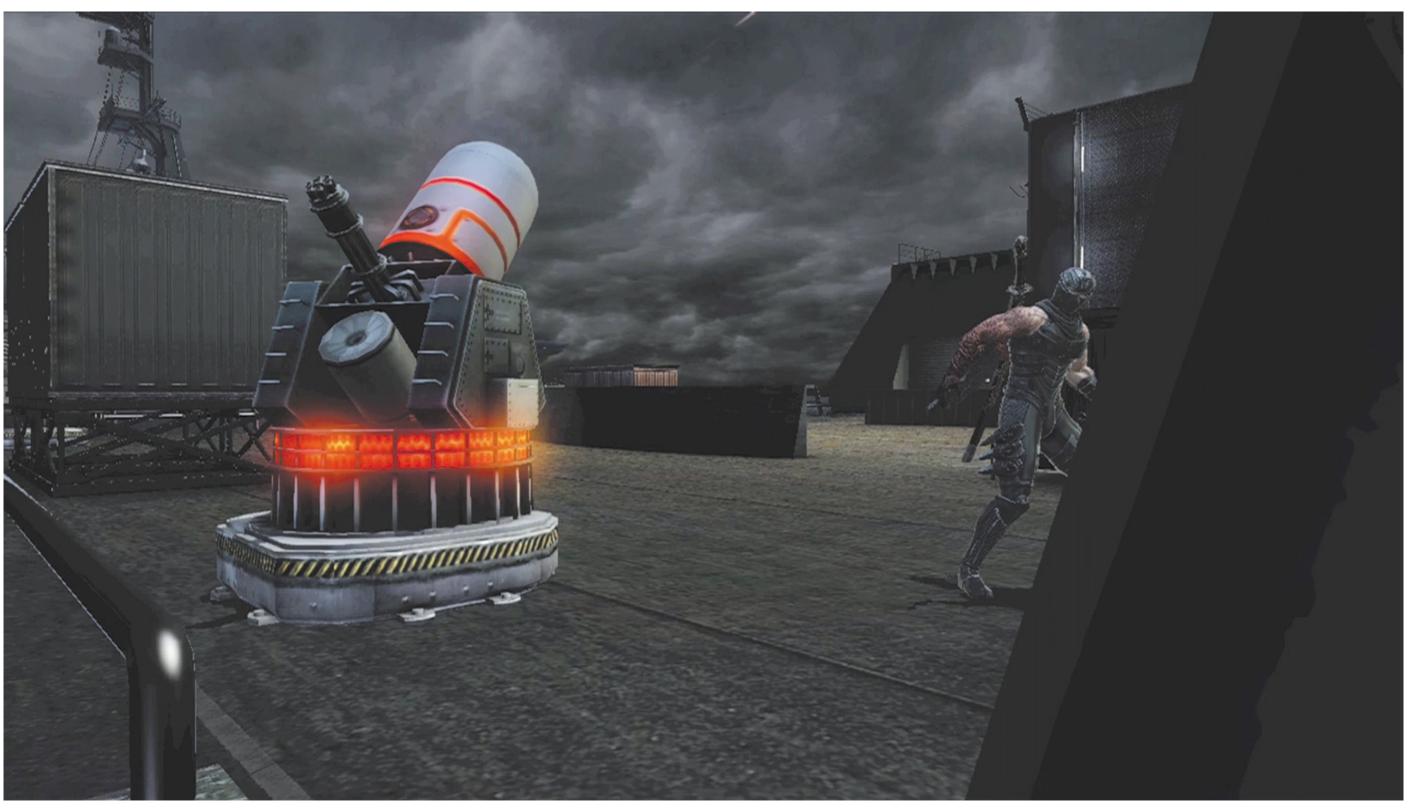
Attack the Ourboros with a series of Quick Attack combos (or Strong Attack combos later in the game) to keep it in a constant stun. This works well because the Ourboros almost always attacks alongside Megaselions, Homunculus, or other Ourboros. Alternatively, you can stay just outside of the Ourboros's attack range, wait for it to use the Acid Spray, then slide under it and to get within attack range. However, in a group of enemies this can be difficult.

In a group of Homunculus and Ourboros, if you can get the Homunculus close to the Ourboros, attack the Homunculus with Quick Attack combos to get a Steel on Bone attack. If you can position the Ourboros close enough to the Homunculus, the next attack will kill the Ourboros in a single slash.



Other Enemies

Anti-Aircraft Gun Stand CIWS



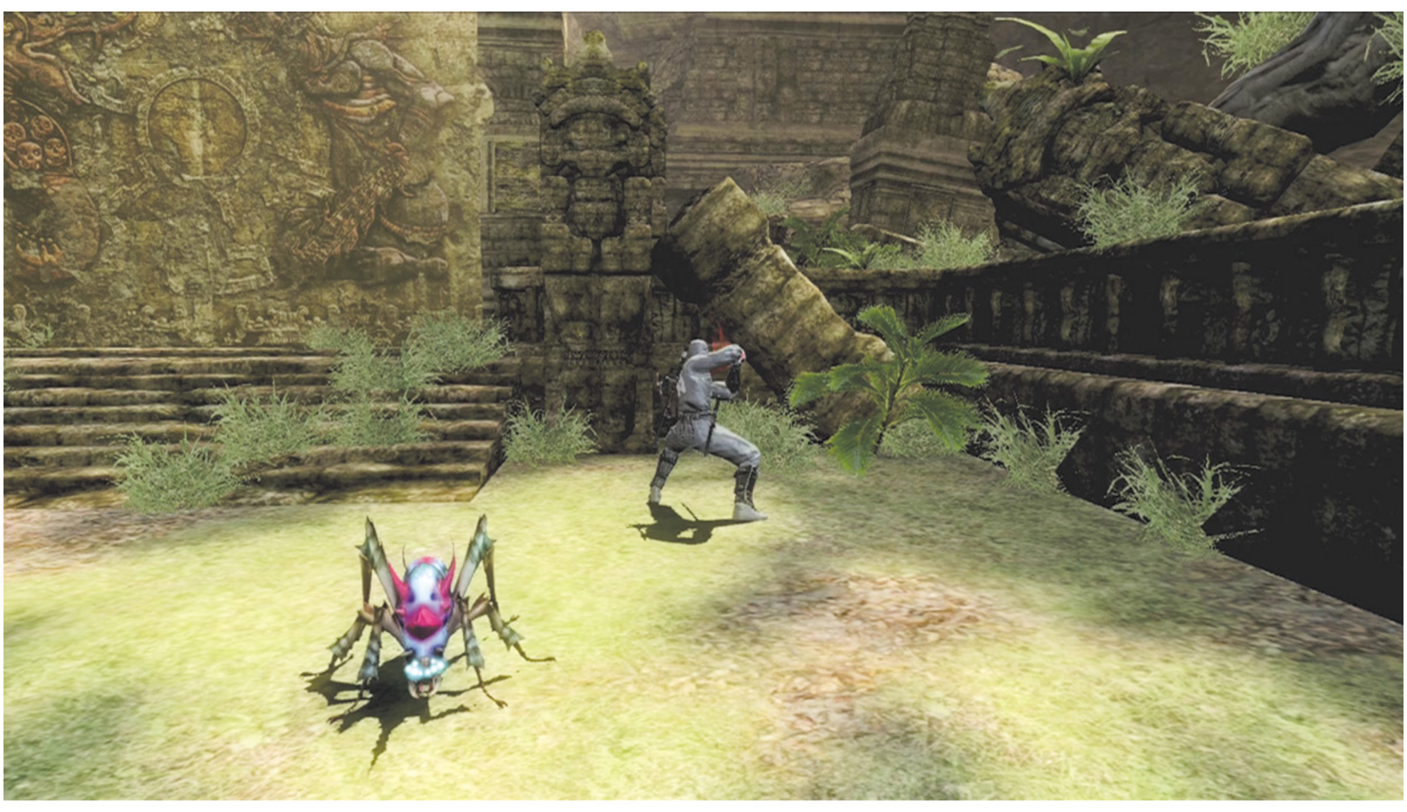
Anti-Aircraft Gun Stand CIWS Details

First Seen: Day 7
Class: Strong
Izuna Drop: No
Arrows: No
Machine Gun Stand HP: 1,000
Range: Long
Power: 2
Priority: 1
Abilities/Weapons: Machine Gun

The Anti-Aircraft Gun Stand CIWS is similar to the Machine Gun Stand, but it does not fire missiles at Hayabusa, and an Izuna Drop cannot damage it. However, it is very weak and can easily be destroyed with a few Quick Attacks.

Because its only weapon targeted at Hayabusa is a machine gun, it does not inflict much damage to him and therefore does not have a high priority. In most cases, it will be the last enemy you destroy.

Light Shell Bug



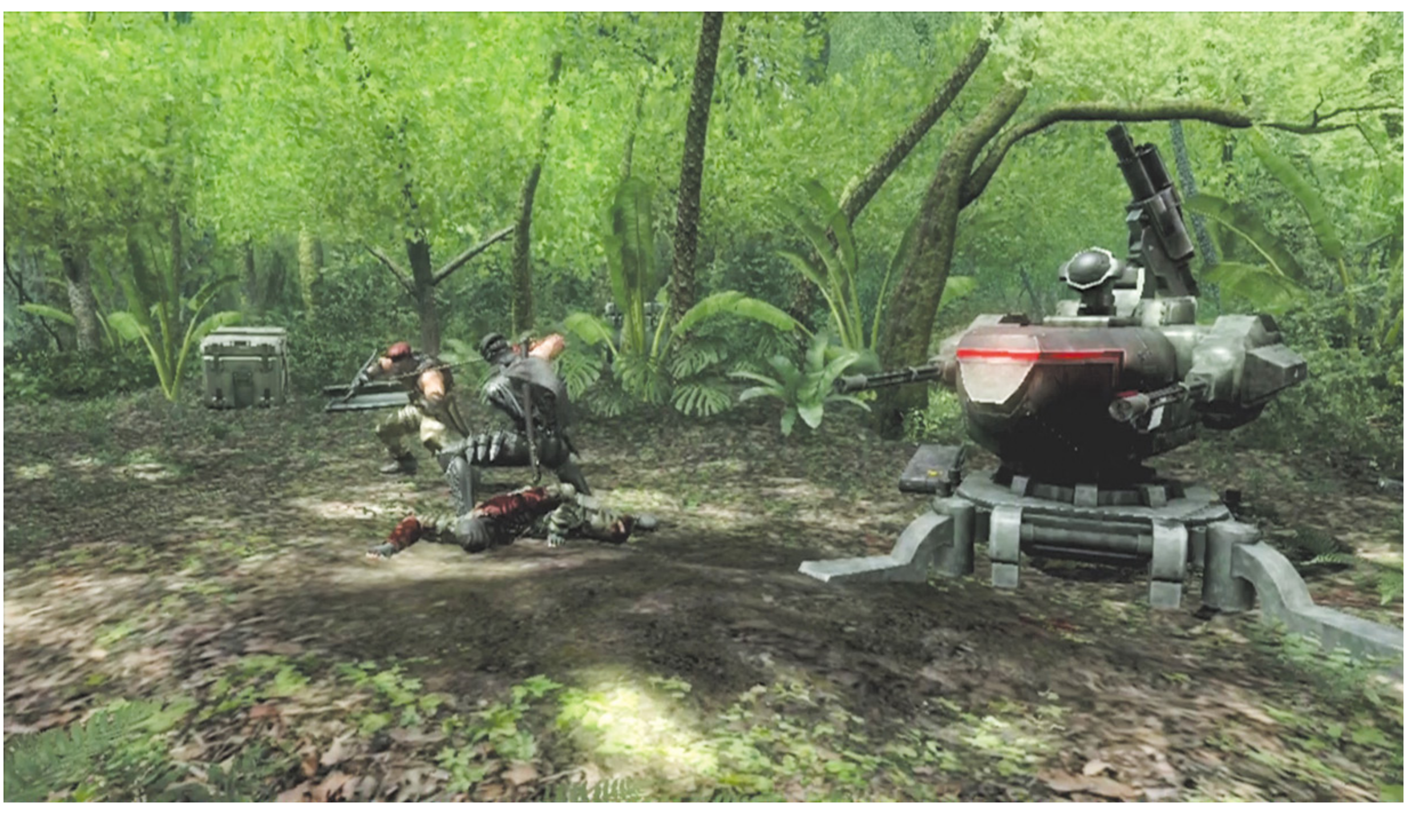
Light Shell Bug Details

First Seen: Day 3
Class: Weak
Izuna Drop: No
Arrows: Yes
Light Shell Bug HP: 100
Range: Short
Power: 1
Priority: 2
Abilities/Weapons: Unblockable Grab, Lunge Attack

The Light Shell Bug is small and always attacks in groups. It is the only enemy that Hayabusa can kill with his slide. The best way to take out a Light Shell Bug is to either slide into it twice, or slide once to knock it into the air, then cut it down with a Quick Attack combo.

Remember that Light Shell Bugs also spawn from a nest. Ignore the Light Shell Bugs if you can, find the nest and destroy it, and then take care of any remaining Light Shell Bugs.

Machine Gun Stand

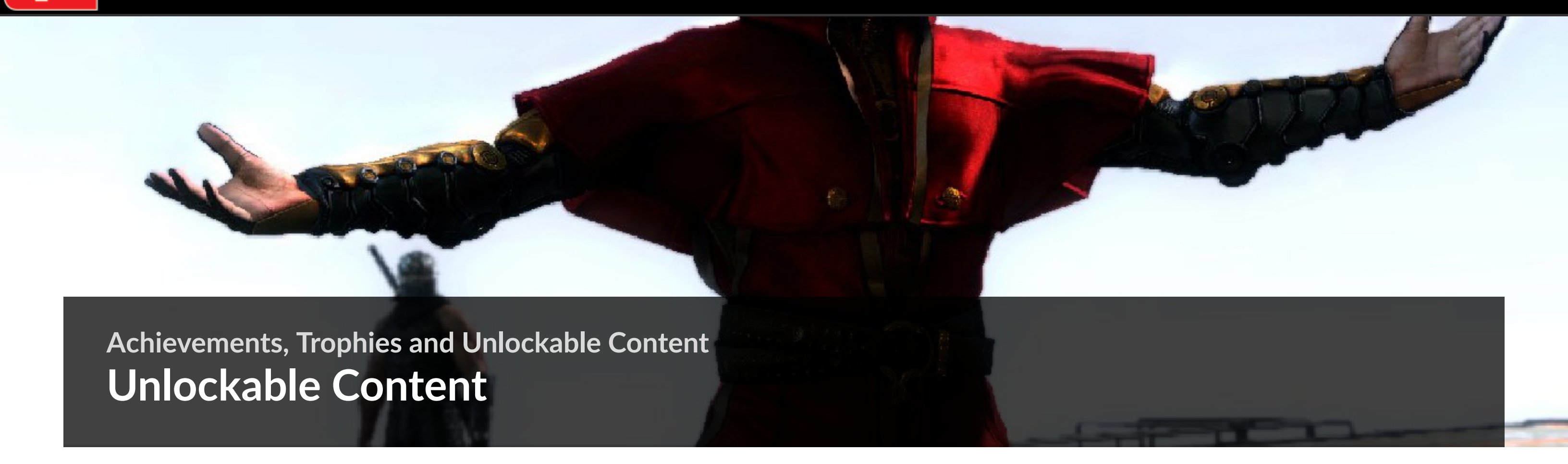


Machine Gun Stand Details

First Seen: Day 3
Class: Strong
Izuna Drop: No
Arrows: No
Anti-Aircraft Gun Stand CIWS HP: 1,000
Range: Long
Power: 3
Priority: 4
Abilities/Weapons: Machine Gun, Rocket Launcher

The Machine Gun Stand is a stationary artillery unit that fires missiles and has a machine gun. Because it fires missiles, it has a relatively high priority and should generally be taken out before most other enemies.

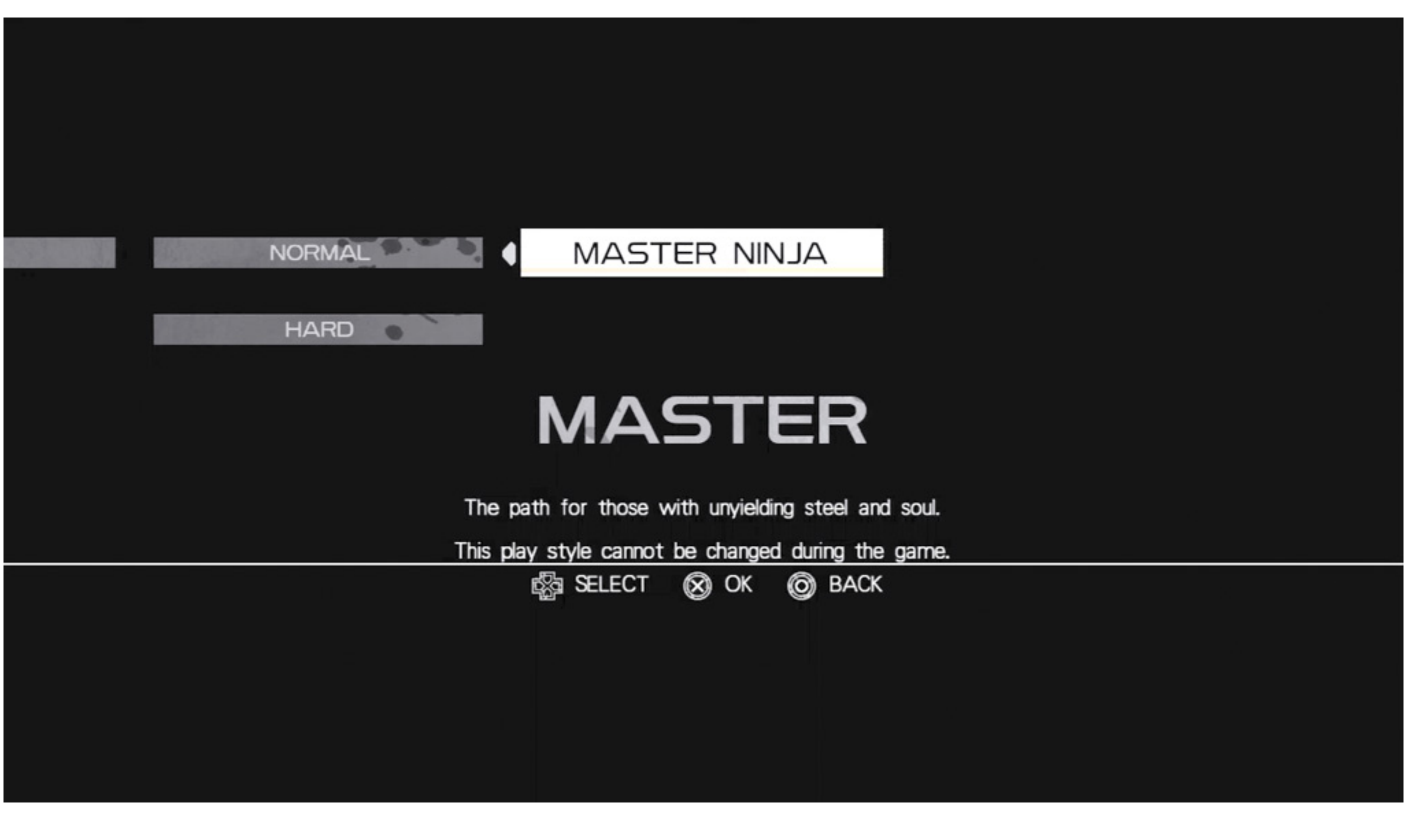
It is not possible to use an Izuna Drop on the Machine Gun Stand directly, but if Hayabusa is fighting an enemy near a Machine Gun Stand, the last attack of the Izuna Drop inflicts damage to nearby enemies, including the Machine Gun Stand.



Achievements, Trophies and Unlockable Content

Unlockable Content

Difficulty Settings

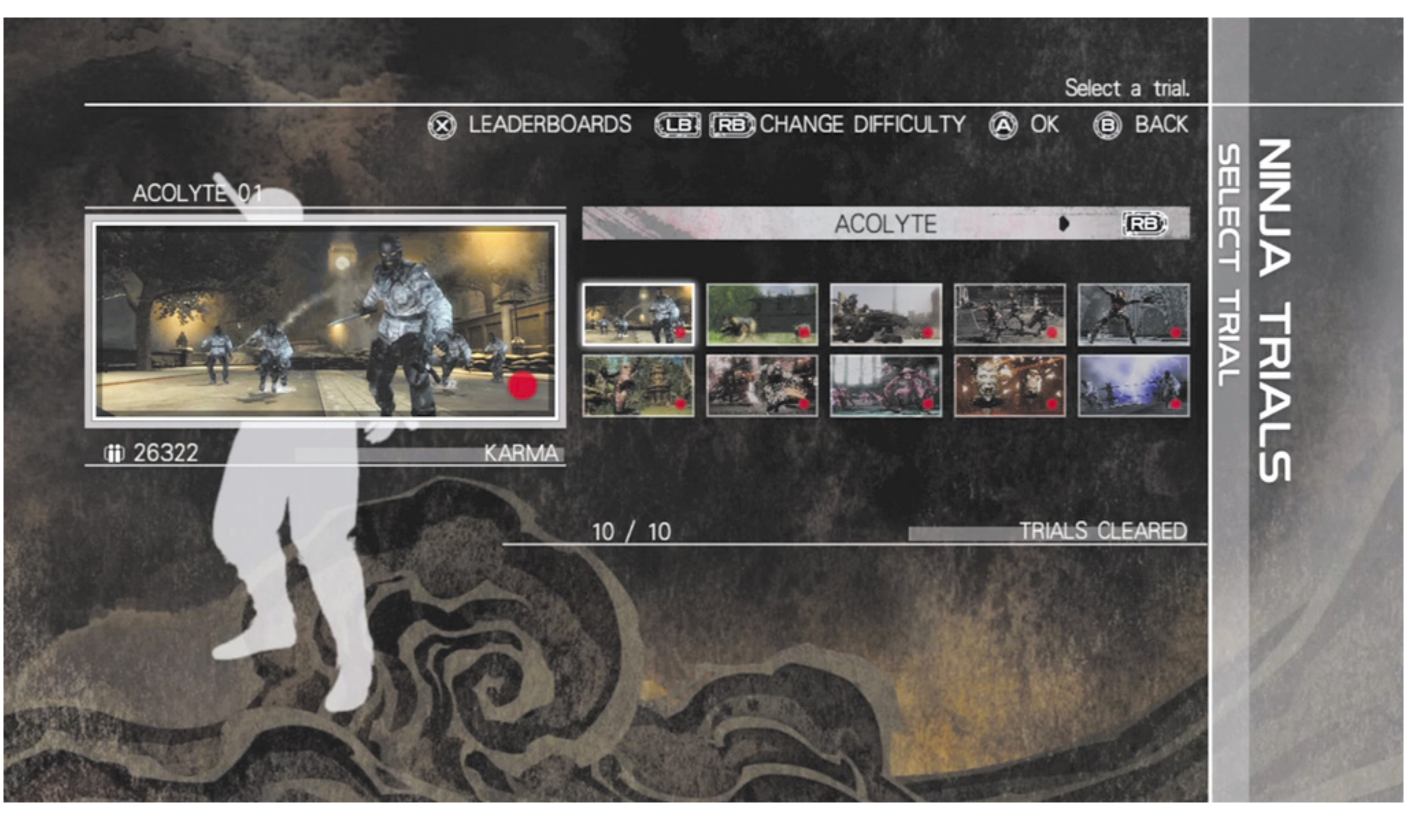


The path for those with unyielding steel and soul.
This play style cannot be changed during the game.

Unlockable Difficulty Settings

Difficulty	How to Unlock
Master Ninja	Beat the game on any difficulty
Ultimate Ninja	Downloadable Content (DLC)

Ninja Trials and Clan Battle Unlockables



How to unlock Kanji and the Team Ninja Logo

There are a total of 2,136 kanji available in the game. Obtaining all kanji unlocks the Team Ninja logo. The game automatically unlocks ten kanji at random when it's first powered up. Additional kanji are unlocked randomly as you clear Ninja Trials and play Clan Battles, and if you perform a Ghost Kill in Clan Battle against an opponent who is wearing a kanji you do not have. However, some kanji can only be unlocked through Ghost Kills and are not accessible any other way.

Unlockable Trials

Trials	How to Unlock
Ninja Trials Mode	Complete Day 2 in story mode on any difficulty.
Acolyte Trials (1–10)	Complete Day 2 in story mode on any difficulty.
Mentor Trials (1–10)	Get a total of 200,000 Karma in Ninja Trials mode.
Leader Trials (1–5)	Get a total of 500,000 Karma in Ninja Trials mode.
Master Trials (1–5)	Get a total of 1,000,000 Karma in Ninja Trials mode.
Ultimate Trials (1–3)	Get a total of 2,000,000 Karma in Ninja Trials mode.

NOTE

Ghost Kill, Falcon Dive, and Harakiri are only used in Clan Battle mode and cannot be used in Ninja Trials mode.

Unlockable Skills

Skills	How to Unlock
Ghost Kill	Obtain Player Level 4.
Ninpo Level 1	Obtain Player Level 7.
Falcon Dive	Obtain Player Level 11.
Ninpo Level 2	Obtain Player Level 16.
Ninpo Level 3	Obtain Player Level 21.
Harakiri	Obtain Player Level 26.
Technique Level 1	Obtain Technique Level 1.
Flying Swallow	Obtain Technique Level 2.
Technique Level 2	Obtain Technique Level 3.
Ultimate Technique Level 1	Obtain Technique Level 4.
Izuna Drop	Obtain Technique Level 5.
Technique Level 3	Obtain Technique Level 6.
Ultimate Technique Level 2	Obtain Technique Level 7.
Technique Level 4	Obtain Technique Level 8.
Ultimate Technique Level 3	Obtain Technique Level 9.
Dragon Sword	Obtain Technique Level 10.

Unlockable Gi

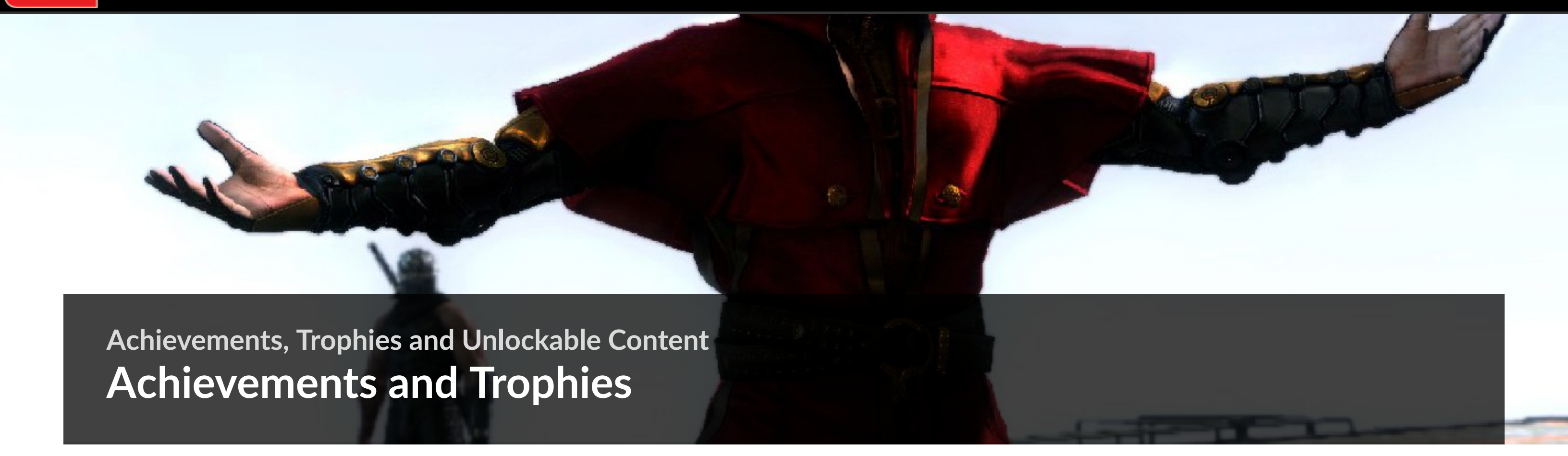
Gi	How to Unlock
Amaranth	Obtain Player Level 50.
Ash	Obtain Player Level 5.
Blood	Obtain Player Level 25.
Earth	Obtain Player Level 2.
Fire	Obtain Player Level 20.
Forest	Obtain Player Level 35.
Ice	Obtain Player Level 10.
Sand	Obtain Player Level 15.
Sky	Obtain Player Level 40.
Toad	Obtain Player Level 30.
Twilight	Obtain Player Level 45.

Unlockable Weapons, Headgear, and Armor

Item	How to Unlock
Arrows +2	Obtain Player Levels 8, 12, 17, or 22.
Shuriken +4	Obtain Player Levels 9, 13, 18, or 23.
Adept Armor	Obtain Player Level 3.
Adept Headgear	Obtain Player Level 3.
Bandage Armor	Successfully betray your team one time in Clan Battle mode.
Black Spider Armor	Clear one Ultimate Ninja Trial.
Black Spider Headgear	Clear one Ultimate Ninja Trial.
Crest Headgear	Clear ten Acolyte Ninja Trials.
Crimson Demon Armor	Win one Team Battle in Clan Battle mode.
Crimson Demon Headgear	Win two Team Battles in Clan Battle mode.
Dark Ninja Armor	Clear three Ultimate Ninja Trials.
Dark Ninja Headgear	Clear three Ultimate Ninja Trials.
Dark Wings Headgear	Clear five Mentor Ninja Trials.
Hanya Headgear	Clear five Leader Ninja Trials.
Hyottoko Headgear	Clear one Master Ninja Trial.
Magojiro Headgear	Clear three Master Ninja Trials.
Mentor Armor	Obtain Player Level 6.
Mentor Headgear	Obtain Player Level 6.
Nioh Headgear	Clear five Master Ninja Trials.
Okame Headgear	Clear two Master Ninja Trials.
Old Man Armor	Kill one leader in Clan Battle mode.
Old Man Headgear	Kill two leaders in Clan Battle mode.
Regent Armor	Clear two Ultimate Ninja Trials.
Regent Headgear	Clear two Ultimate Ninja Trials.
Scarlet Headgear	Clear one Mentor Ninja Trial.
Shuriken Headgear	Clear ten Mentor Ninja Trials.
Tengu Headgear	Clear four Master Ninja Trials.
Three Strokes Headgear	Clear five Acolyte Ninja Trials.
Trainee Headgear	Clear one Leader Ninja Trial.
Wanderer Armor	Win one Battle Royale in Clan Battle mode.
Wanderer Headgear	Win two Battle Royales in Clan Battle mode.
White Fox Headgear	Successfully betray your team two times in Clan Battle mode.

NOTE

Arrow and Shuriken are upgraded by +2 and +4 respectively, with each player level listed.

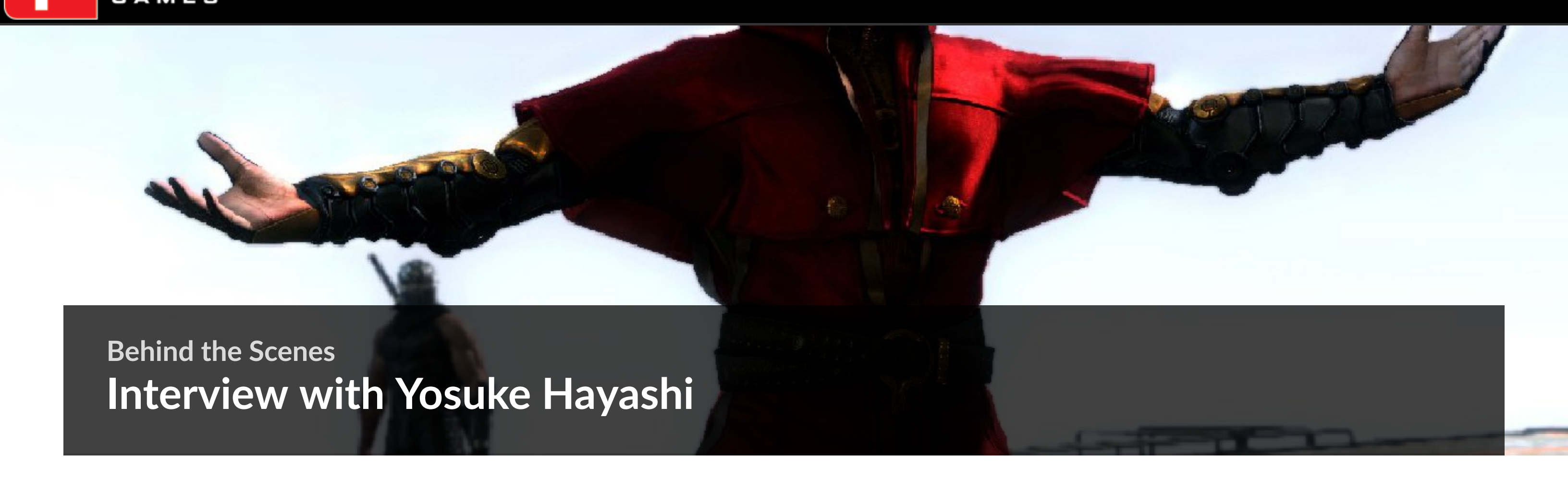


Achievements and Trophies

NOTE

The Master of the Secret Arts trophy is only available on the Playstation 3.

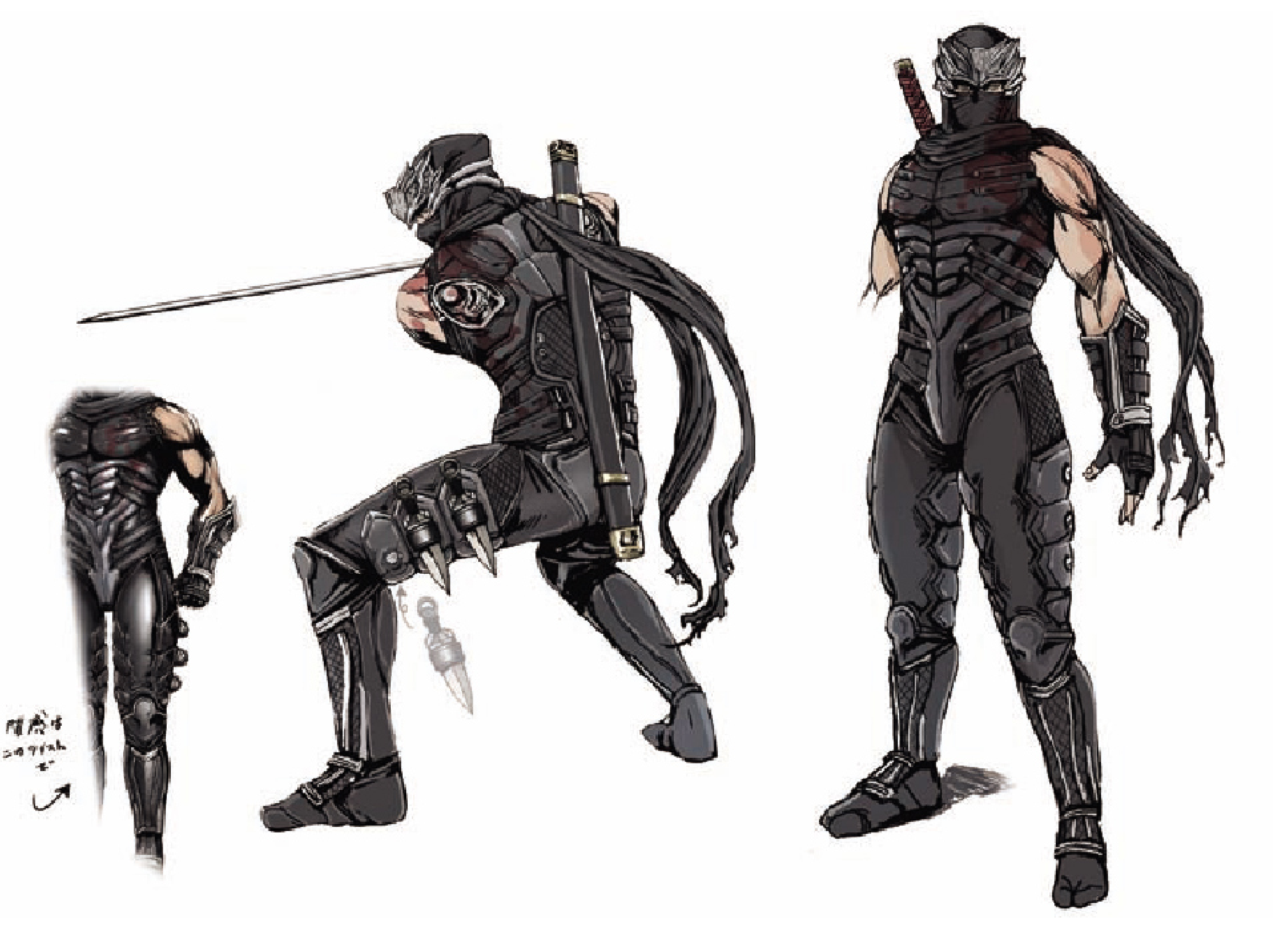
Achievement/Trophy	How to Unlock	Description	PS3 Trophy Type	PS3 Points	Xbox 360 Gamer Points	Hidden
Abysmal Creations	Escape from the Chimera Disposal Facility on Day 4.	Escaped from the Chimera Disposal Facility.	Bronze	15	15	Yes
Advent of the Goddess	Finish Day 7.	Finish Day 7.	Bronze	15	15	Yes
Ahab	Attack the Black Narwhal on Day 7.	Land on the Black Narwhal.	Bronze	15	15	Yes
An Honorable Death	Perform harakiri in Clan Battle mode.	Performed harakiri.	Bronze	15	10	No
Antediluvian Slumber	Finish Day 3.	Finish Day 3.	Bronze	15	15	Yes
Atonement	Defeat Theodore just before the final battle against the Goddess on Day 7.	Defeated Theodore.	Bronze	15	15	Yes
Beyond the Flames	Make it through the fire on Day 3.	Made it through the fire.	Bronze	15	15	Yes
Brothers	Defeat Cliff on Day 7.	Defeated Cliff.	Bronze	15	15	Yes
Bumpy Ride	Finish Day 2.	Finish Day 2.	Bronze	15	10	Yes
Evil Twin	Defeat the Evil Hayabusa on Day 6.	Defeated the Epigonos.	Bronze	15	15	Yes
Falcon Dive	Perform the Falcon Dive.	Learned the Falcon Dive.	Bronze	15	10	No
Flying Bird Flip	Perform the Flying Bird Flip.	Learned the Flying Bird Flip.	Bronze	15	10	No
Guardian of the Village	Play the Hidden Village stage 10 times in Clan Battle mode.	Played the Hidden Village stage 10 times.	Bronze	15	10	No
Hayabusa Style Grand Master	Reach player level 50 in Shadows of the World.	Reached Level 50.	Bronze	15	15	Yes
Hero	Clear the game on Hero difficulty.	Cleared the game on Hero.	Silver	30	50	Yes
I Got Your Back	Play a Co-op Ninja Trial with a partner.	Played a Co-op Ninja Trial with a partner.	Bronze	15	10	No
Inferno	Perform a Ninpo magic spell.	Learned Ninpo.	Bronze	15	10	Yes
Initiate	Clear 10 Acolyte Trials in Ninja Trials mode.	Cleared 10 Acolyte Trials.	Bronze	15	10	Yes
Initiation	Play a Clan Battle.	Played a Clan Battle.	Bronze	15	10	No
Izuna Drop	Perform the Izuna Drop.	Learned the Izuna Drop.	Bronze	15	10	No
Kunai Climb	Perform the Kunai Climb.	Learned the Kunai Climb.	Bronze	15	10	No
Lone Ninja	Clear ten solo Ninja Trials in Ninja Trials mode.	Cleared 10 solo Ninja Trials.	Silver	30	50	Yes
Master Ninja	Clear the game on Master Ninja difficulty.	Cleared the game on Master Ninja.	Gold	90	100	Yes
Master of the Katana	Raise the katana to Level 10 in Shadows of the World.	Raised the katana to Level 10.	Bronze	15	15	Yes
Master of the Secret Arts	Obtain all trophies.	Obtain all trophies.	Platinum	0	N/A	N/A
Mentor	Clear the game on hard difficulty.	Cleared the game on hard.	Silver	30	60	Yes
Mind the Gap	Escape from the monorail on Day 2.	Escaped from the monorail.	Bronze	15	10	Yes
Observer	Play the Watchtower stage 10 times in Clan Battle mode.	Played the Watchtower stage 10 times.	Bronze	15	10	No
One Against the World	Win a Battle Royale match in Clan Battle mode.	Won a Battle Royale match.	Bronze	15	10	No
Overlord	Clear 5 Master Ninja Trials in Ninja Trials mode.	Cleared 5 Master Ninja Trials.	Silver	30	50	Yes
Prestige	Clear 5 Leader Trials in Ninja Trials mode.	Cleared 5 Leader Trials.	Bronze	15	10	Yes
Rope Crossing	Perform a Rope Crossing.	Learned how to cross a rope.	Bronze	15	10	No
Shady	Perform a betrayal in Clan Battle mode.	Performed a betrayal.	Bronze	15	10	No
Shinobi	Clear the game on normal difficulty.	Cleared the game on normal.	Silver	30	50	Yes
Sliding	Perform a slide.	Learned how to slide.	Bronze	15	10	No
Sneaky	Perform a Ghost Kill in Clan Battle mode.	Performed a Ghost Kill.	Bronze	15	10	No
Snowman	Play the Snowfield stage 10 times in Clan Battle mode.	Played the Snowfield stage 10 times.	Bronze	15	10	No
Steel on Bone	Cut down 100 enemies with Steel on Bone attacks.	Cut down 100 enemies with Steel on Bone attacks.	Bronze	15	10	No
Steel on Steel	Destroy the Steel Spider on Day 1.	Destroyed the Steel Spider.	Bronze	15	10	Yes
Teamwork	Win 10 team battles in Clan Battle mode.	Won 10 team matches in Clan Battles.	Bronze	15	10	No
The Acolyte	Successfully clear the Sanji event in Hayabusa Village on Day 5.	Successfully responded to Sanji's ambush.	Bronze	15	15	Yes
The Great Escape	Finish Day 4.	Finish Day 4.	Bronze	15	15	Yes
The Grip of Murder	Finish Day 1.	Finish Day 1.	Bronze	15	10	Yes
The Karma of a Shinobi	Finish Day 5.	Finish Day 5.	Bronze	15	15	Yes
The Spice of Life	Get 10 customization parts in Shadows of the World.	Obtained 10 customization parts.	Bronze	15	10	No
Ultimate Ninja	Clear 3 Ultimate Ninja Trials in Ninja Trials mode.	Cleared 3 Ultimate Ninja Trials.	Gold	90	100	Yes
Ultimate Technique	Perform an Ultimate Technique.	Learned the Ultimate Technique.	Bronze	15	10	No
Veteran	Clear 10 Mentor Trials in Ninja Trials mode.	Cleared 10 Mentor Trials.	Bronze	15	10	Yes
Waiting	Finish Day 6.	Finish Day 6.	Bronze	15	15	Yes
Walking Dictionary	Get 100 kanji in Shadows of the World.	Obtained 100 kanji.	Silver	30	50	No
Wall Run	Perform the Wall Run.	Learned the Wall Run.	Bronze	15	10	No



Behind the Scenes

Interview with Yosuke Hayashi

We were fortunate enough to ask some production questions and even a DOA5 question of Team NINJA director, Yosuke Hayashi.



This is the first time Ninja Gaiden has featured online multiplayer in the form of Clan Battles. How did this idea come about, and was there anything you wanted to add to this mode that didn't make it into the final game?

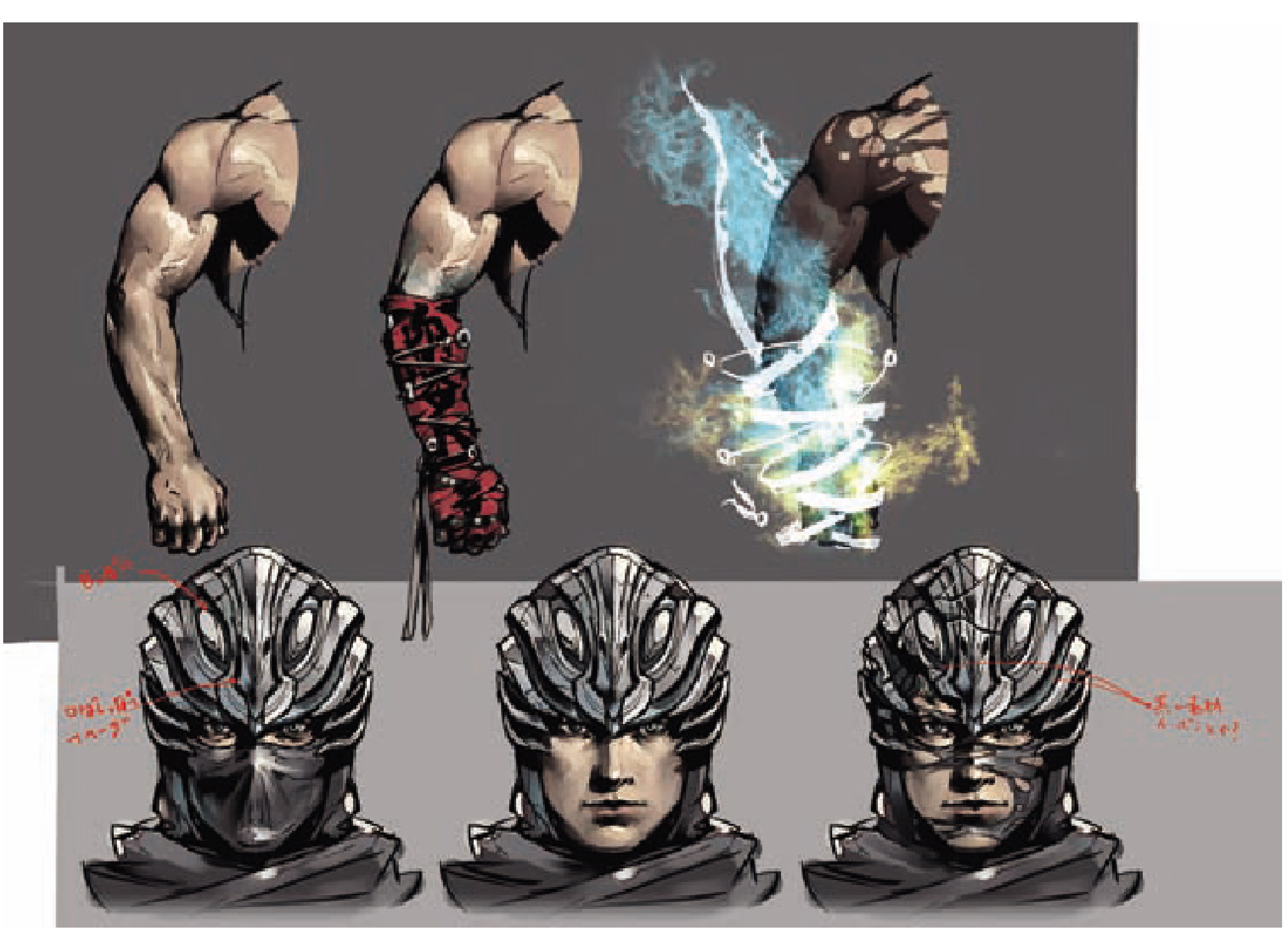
We all felt uneasy at the fact that online deathmatch was being monopolized by shooters. We felt that online deathmatch was something that action games such as Ninja Gaiden 3 could do and something they deserved to have.

The simple mode was a starting point that we will continue to build on moving forward, to build an even greater online experience.

What challenges did Team NINJA face while developing online multiplayer mode for Ninja Gaiden 3? Were you able to use your experience with online play in DOA to make NG3 online even better?

The online mode in Ninja Gaiden 3 uses very different tech compared to the online mode in Dead or Alive. The very thought of having several people battle it out against each other at the same time is different to a fighting game.

We got staff who were experienced in online game development of other games to come together and make this happen. I think that most players will not have much experience with a pure action game running on a 4 vs. 4 deathmatch engine, so it will be a fresh, new experience for players.



Ninja Gaiden 3 features multiple instances in which the player controls Hayabusa as he walks (and sometimes crawls) toward an enemy. In other games, these instances would be part of a cinematic. What made you decide to give the player control in these situations?

We really wanted to make sure players felt connected to Hayabusa and to feel what he is feeling at that moment. We believe that the game experience would be very different if players had no control over the character in these instances.

Previous Ninja Gaiden games featured a variety of weapons and Ninpo, and the ability to upgrade weapons. However, this is not a focus of Ninja Gaiden 3. How did this change come about?

We felt that it was important to change the way the game flows in order to show the substance of the story and Hayabusa also needed to wield the katana in order to establish this. However, we do realize that fans want other weapons as well, so we are doing something about this.

Difficulty has always been a strong selling point for the Ninja Gaiden series. It seems that what creates this challenge has changed somewhat in Ninja Gaiden 3, compared to previous games in the series. Can you talk about how you approached the difficulty of the game during development?

In a game series such as this one, the players' skill level range gets wider and wider for each iteration of the game. Players who have been playing since the first Ninja Gaiden will be much more skilled than players coming into the series right now.

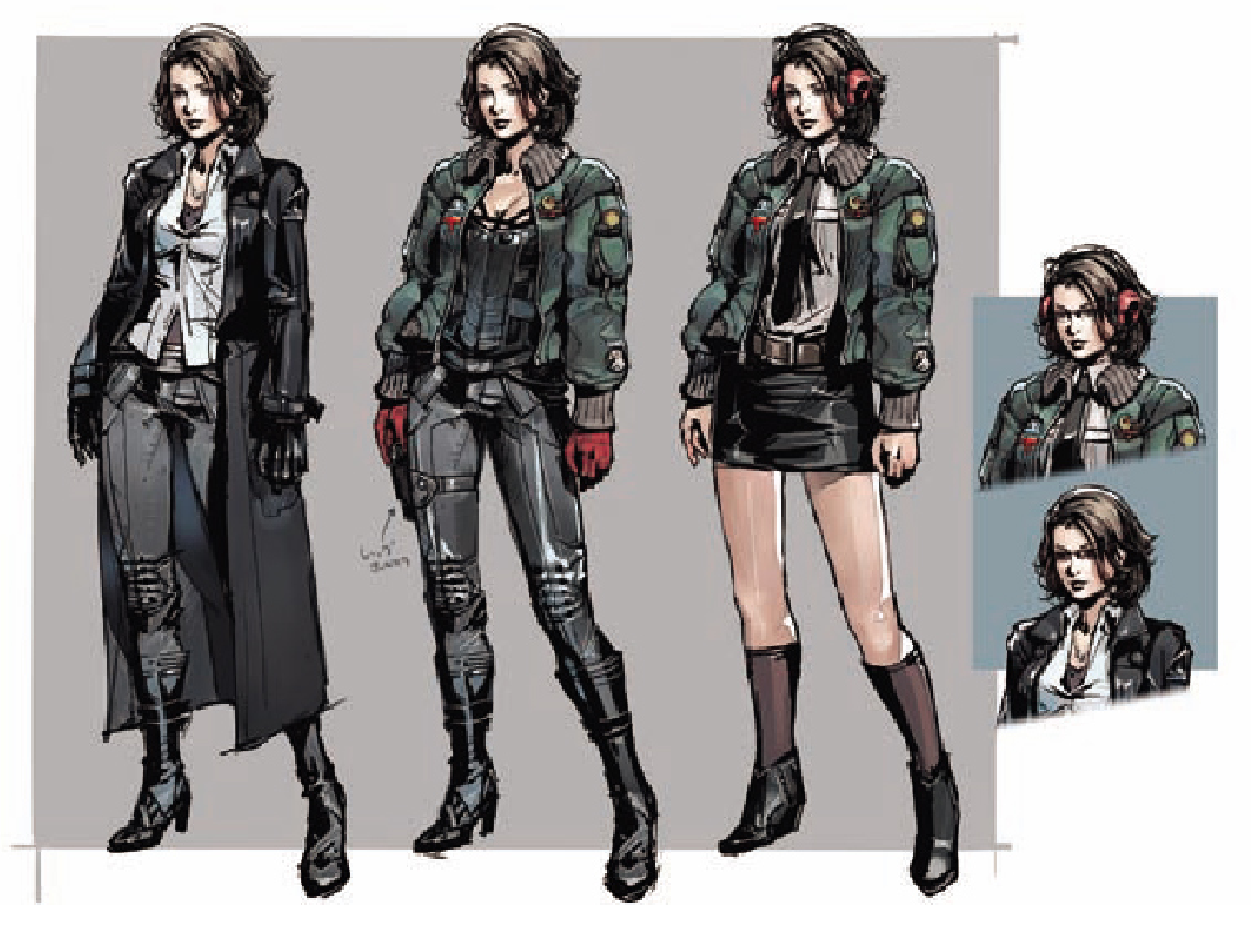
It is for this reason that we want to make Ninja Gaiden 3 have broader appeal to more action gamers. And at the same time, we want to give our hardcore fans what they desire. And to also create different entry points for players with different skill sets.

In the past, the easiest difficulty mode was called "Ninja Dog." However, in Ninja Gaiden 3 it is now called "Hero." What caused this change?

In the Hero play style, enemies will not take it easy on you. In the past in Ninja Dog, enemies were less aggressive. In Hero, enemies come hard at you and you can take them down like a "hero," hence the name of this play style.

Ninja Gaiden and Dead or Alive have always had some crossover. Ayane makes an appearance in NG3, as well as Hayate's sword. Will we see more of this cross over in the future—perhaps with DOA characters getting more involved in the Ninja Gaiden games, or someone like Joe Hayabusa in the DOA games?

We want to expand the Team NINJA lineup with a broader vision in mind. Stay tuned to Team NINJA guys!



Most fighting game demos release a few months before the game. However, the DOA5 demo is releasing almost a year before the game (which has fans very pleased). What made you decide to include a DOA5 demo in Ninja Gaiden 3 and will we see another demo closer to the release of DOA5?

We wanted our fans to come into contact with the demo early and we wanted them to give their feedback on the game. We are really looking forward to hearing back from our fans about the demo and we will also have heaps of new info about DOA5 soon.

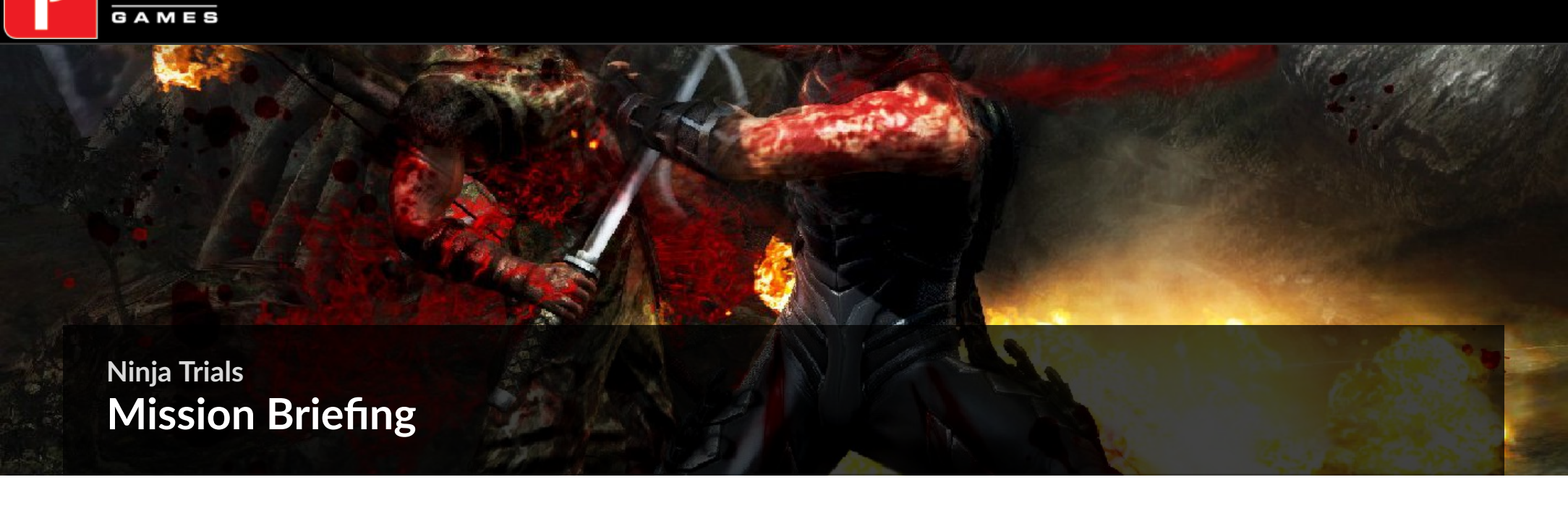
Team NINJA talks to top DOA players to get insight into the community and potentially make the games better. Have you ever thought about talking to the top Ninja Gaiden players?

DOA is a fighting game and to create an awesome fighting game you need to have good communication with fans. In Ninja Gaiden, we try to give a new surprise to players each time, so we feel that it is not that important to talk to players so actively. We want players to feel surprised when they boot up the game.

Have you ever considered making games like Ninja Gaiden with characters other than Ryu Hayabusa? Perhaps a new franchise starring Momiji or Joe Hayabusa?

We think that Ryu Hayabusa is the star of Ninja Gaiden and that everyone wants to play as him, so we have not thought about this possibility.

Thank you very much for you time!



Ninja Trials

Mission Briefing

Difficulty Levels

●○○○○	Fair
●●○○○	Challenging
●●●○○	Hard
●●●●○	Very Hard
●●●●●	Insanely Difficult

There are 33 missions in Ninja Trials mode that range in difficulty from Acolyte (easy), Mentor (normal), Leader (hard), Master Ninja (very hard), and Ultimate Ninja (insanely hard).

Each mission consists of multiple waves of enemies. Under most circumstances, your Health Gauge is replenished after each wave of enemies. However, there are some instances in which this does not happen.

All Ninja Trials missions are designed with two players in mind. You can play through all the missions by yourself, or online with a friend.

The Acolyte and Mentor missions can be difficult at times, but a skilled ninja can make his way through them with enough practice.

The Leader, Master Ninja, and Ultimate Ninja missions are extremely difficult to complete without the aid of a partner. It's still technically possible to complete the missions alone, but it is a daunting and very difficult task.

You can retry every mission except for Ultimate Ninja missions. When you retry a mission, you start at the wave you died on, but your karma bonus is reduced.

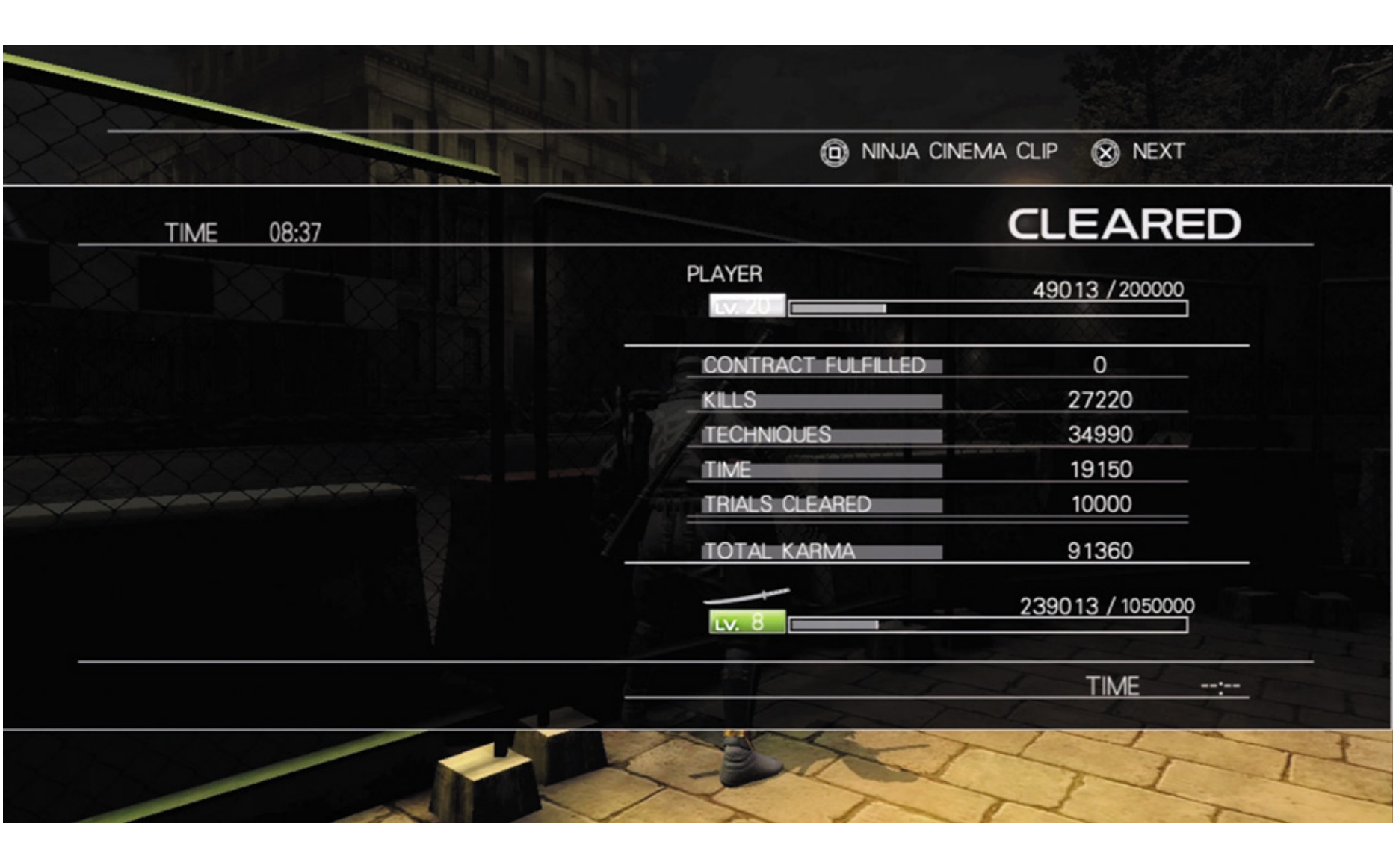
When all of your retries are used, you can retry the mission, but you must start at the first wave again.

> **TIP**
>
> If you die during the first wave of a mission, or had a relatively easy time getting to the wave you died on, it is generally best to reserve your retries and start the mission over.
>
> For example, if the first wave was easy, but you died on the second wave, start the mission over instead of retrying on the second wave.
>
> If the third wave is difficult, this helps save your retries for that wave instead of wasting them on the second wave.

Mission Retries

Difficulty	Retries
Acolyte	5
Mentor	3
Leader	1
Master Ninja	1
Ultimate Ninja	0

Karma Points



NINJA CINEMA CLIP ⊗ NEXT

TIME 08:37

CLEARED

PLAYER 49013 / 200000

CONTRACT FULFILLED 0
KILLS 27220
TECHNIQUES 34990
TIME 19150
TRIALS CLEARED 10000
TOTAL KARMA 91360

LV. 8 239013 / 1050000

TIME --:--

The karma score is a rating of how well you perform during battle. Every enemy you defeat and contract you fulfill earns karma points.

Bonuses to your karma score are earned by clearing missions, getting higher combos, killing with an Izuna Drop, performing an Obliteration Technique, and other various conditions.

At the end of each mission a total karma score is calculated, which goes toward your player level and technique level.

> **TIP**
>
> To help maximize your karma score, use Obliteration Techniques and Ultimate Techniques as much as possible.
>
> A high combo count is impressive, but combos provide the least amount of karma points, making them the least important aspect of increasing your player and technique levels.

Mission Clear Karma Bonus

Mission	0 Retries	1 Retry	2 Retries	3 Retries	4 Retries	5 Retries
Acolyte 1-9	5,000	4,500	4,000	3,500	3,000	2,500
Acolyte 10	10,000	9,000	8,000	7,000	6,000	5,000
Mentor 1-9	10,000	8,000	6,000	5,000	—	—
Mentor 10	20,000	16,000	12,000	10,000	—	—
Leader 1-4	20,000	10,000	—	—	—	—
Leader 05	50,000	25,000	—	—	—	—
Master Ninja 1–5	50,000	25,000	—	—	—	—
Ultimate Ninja 1–3	100,000	—	—	—	—	—

Clear Time Karma Bonus

Mission	Minimum Clear Time (minutes)	Maximum Clear Time (minutes)
Acolyte 01–03	2.5	9
Acolyte 04	3	10
Acolyte 05	3	12
Acolyte 06–07	4	13
Acolyte 08	5	14
Acolyte 09	4	12
Acolyte 10	4.5	13
Mentor 01	5	15
Mentor 02	7	17
Mentor 03	5	15
Mentor 04	7	17
Mentor 05	5	15
Mentor 06	6	16
Mentor 07	10	20
Mentor 08	8	18
Mentor 09	7	17
Mentor 10	6	16
Leader 01	9	21
Leader 02	9	21
Leader 03	10	22
Leader 04	9	21
Leader 05	11	23
Master Ninja 01	10.5	23
Master Ninja 02	16	29
Master Ninja 03	11	22
Master Ninja 04	13	26
Master Ninja 05	10	21
Ultimate Ninja 01–02	22.5	35
Ultimate Ninja 03	13	26.5

Technique Karma Bonus

Technique	Karma Earned	Notes
Combo	Hit Total x 10	Each hit must connect with approximately 2 seconds to continue a combo.
Group Kill	300	A second enemy must be killed within approximately 3 seconds of another enemy.
Instant Kill	300	Enemy must die within 2 seconds of your first attack on the enemy.
Izuna Drop	300	Kill with an Izuna Drop.
Ninpo	300 + (Enemy Kills x 20)	—
Obliteration Technique	300	—
Rescue	300	Only available when playing with a partner.
Shot to Death	300	Kill with an arrow.
Steel on Bone	300	—
Ultimate Technique	300	Bonus is per enemy killed.

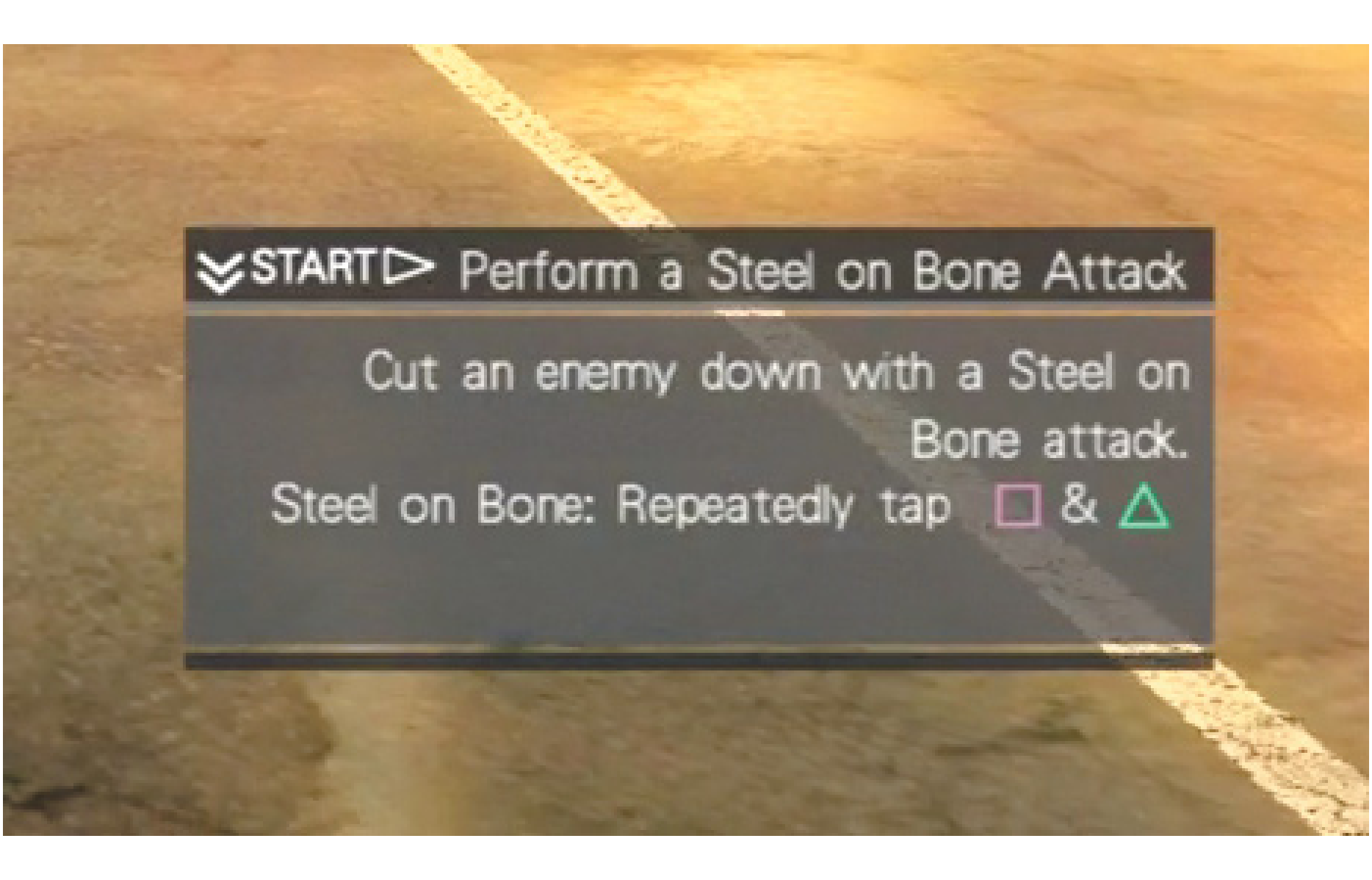
Enemy Kill Karma Bonus

Enemy	Karma Earned
Alchemist	250
Archer	130
Assassin	180
Heavy Soldier	150
Heavy Soldier (Shield)	150
Demon Baphomet	300
Celsus Fiend	170
Magna Fiend	300
Shadow Fiend	100
Van Gelf Fiend	150
Ghost Soldier	250
Alchemist	300
High Van Gelf Fiend	Trial 1:1,000/Trial 2: 3,700/Trial 3: 24,000
Helicopter	200
Homunculus	50
Heavy Soldier (Jetpack)	170
Light Shell Bug	0
Heavy Soldier (White)	170
Heavy Soldier (Shield-White)	170
Assassin (White)	200
Heavy Soldier (Jetpack-White)	170
Terrorist (Rocket Launcher-White)	120
Terrorist	120
Megaselion	300
Terrorist (White)	100
Ourboros	216
Rocket Launcher	100
Sandmobile Soldier	100
Spider Aya Ninja	130
Spider Ninja	130
Spider Talon Ninja	150
War Dog	80

Boss Kill Karma Bonus

Boss	Trial	Karma Earned
Demon Genshin	Leader 04	20,000
Demon Genshin (x2)	Ultimate Ninja 01	15,000 (each)
Epigonos	Mentor 03	20,000
Epigonos	Master Ninja 01	30,000
Epigonos (x2)	Master Ninja 03	12,000 (each)
Epigonos (x6)	Ultimate Ninja 03	12,000 (each)
Epigonos Final Form	Master Ninja 01	24,000
Epigonos Final Form	Master Ninja 03	24,000
Epigonos Final Form (x6)	Master Ninja 05	9,600 (each)
Epigonos Final Form (x4)	Ultimate Ninja 03	15,000 (each)
Genshin	Mentor 05	10,000
Genshin (x2)	Master Ninja 03	7,200 (each)
Genshin (x6)	Ultimate Ninja 01	9,000 (each)
Goddess Prototype "Lovelace"	Mentor 08	20,000
Goddess Prototype "Lovelace" (x2)	Master Ninja 02	12,000 (each)
LOA Chairman	Leader 05	20,000
Regent of the Mask	Mentor 10	15,000
Regent of the Mask (x2)	Master Ninja 04	12,000 (each)
Regent of the Mask (x2)	Ultimate Ninja 02	15,000 (each)
Steel Spider	Mentor 01	10,000

Contracts



START▷ Perform a Steel on Bone Attack

Cut an enemy down with a Steel on Bone attack.

Steel on Bone: Repeatedly tap □ & △

For an added bonus, contracts and shadow contracts are issued as you battle through each mission and clan battle. These contracts appear in the bottom right corner of the screen.

Specific conditions must be met to complete each contract. For example, you may need to perform an Izuna Drop to fulfill a contract.

Contracts do not have a positive or negative impact on the mission and there is no penalty for failing to fulfill a contract. In some instances it may not be possible to complete the contract issued.

Contracts

Contract	Requirement	Mode
Unleash an Ultimate Technique	Kill at least one enemy with an Ultimate Technique.	Clan Battle/Ninja Trials
Perform an Izuna Drop	Kill an enemy with an Izuna Drop.	Clan Battle/Ninja Trials
Perform a Steel on Bone attack	Kill at least one enemy with a Steel on Bone attack.	Clan Battle/Ninja Trials
Kill with the Bow & Arrow	Kill an enemy with an arrow.	Clan Battle/Ninja Trials
Unleash Ninpo	Execute a Dark Void Ninpo	Clan Battle/Ninja Trials
Shuriken Master	Hit an enemy with a shuriken, then kill the enemy.	Clan Battle/Ninja Trials
The Life of a Killer	Kill multiple enemies without dying.	Clan Battle
Dead Aim	Use the bow to kill an enemy with a head shot.	Clan Battle
Attack from the Falcon Dive	Kill an enemy with a Falcon Dive.	Clan Battle
Ghost Kill	Use a Ghost Kill to defeat an enemy.	Clan Battle
Glory	Kill the highest level enemy.	Clan Battle
Kill Them All	Kill each enemy at least one time, or kill at least two enemies in an eight-player clan battle.	Clan Battle
Vengeance	Kill the enemy that just killed you.	Clan Battle
Obsession	Repeatedly kill the same enemy.	Clan Battle
First Blood	Be the first player to kill an enemy.	Clan Battle
Steal Kanji	Kill the targeted enemy with a Ghost Kill to acquire his kanji.	Clan Battle

Shadow Contracts

Shadow Contract	Requirement	Mode
The Strongest Blade	Become the top ninja and lead your allies to victory!	Clan Battle
A Leader has Risen!	Complete The Strongest Blade, then protect the designated leader.	Clan Battle
Kill the Leader!	Complete The Strongest Blade, then kill the designated leader.	Clan Battle
No Honor Among Ninja	Betray your allies.	Clan Battle
The Plan Worked!	Complete No Honor Among Ninja, then protect your new ally.	Clan Battle
Strike down the Traitor!	Complete No Honor Among Ninja, then kill the traitor.	Clan Battle
Mutual Destruction	You will die. But you must drag one of them to hell with you. This is the order, and a ninja must obey.	Clan Battle

Rescuing

PRIMA ONLINE 21
RELIEVE 300
Perform a Steel on Bone Attack
Cut an enemy down with a Steel on Bone attack.
Steel on Bone: Repeatedly tap X & Y

When playing online with a partner, if either player dies, the other can rescue him by getting close to his body and pressing B or ⁘ .

You have approximately 20 seconds to rescue your partner, with a 10 second countdown appearing on the screen as a warning. If you fail to rescue your partner, or both ninja die at the same time, the mission ends in failure.

In the heat of battle, it can be difficult to find your partner. Hold R1 or R3 to locate him.

There is no limit to the number of times you or your partner can be rescued. However, each time a rescue attempt is made, the rescued player receives a little less health. Eventually, the rescued player will receive virtually no health.

Enemy Priority

The best way to complete most of the missions is to properly prioritize the enemy targets. The enemy priority in Ninja Trials mode varies somewhat from the enemy priority during the main game.

Each wave of consists of a wide range of opponents, attacking from every angle. If you let the most dangerous enemies get the jump on you, it will be much more difficult to survive the mission.

Keep an eye on the higher priority enemies, but use the lesser priority foes to build up your Ninpo and Ultimate Techniques. Use these techniques on the higher priority enemies to make them easier to take down.

> **NOTE**
>
> All bosses should be considered the highest priority.

Enemy Priority

Enemy	Priority
Alchemist	5
Assassin/Assassin (White)	3
Heavy Soldier/Heavy Soldier (White)	1
Heavy Soldier (Shield)/ Heavy Soldier (Shield-White)/Shield Soldier	3
High Van Gelf Fiend	5
Celsus Fiend	2
Magna Fiend	5
Magna Persona Fiend	3
Shadow Fiend	3
Van Gelf Fiend	3
Ghost Soldier	1
Homunculus	1
Heavy Soldier (Jetpack)	2
Light Shell Bug	1
Machine Gun Stand	1
Megaselion/Demon Baphomet	4
Terrorist/Terrorist (White)	1
Ourboros	3
Terrorist (Rocket Launcher)	4
Sandmobile Soldier	4
Spider Aya Ninja	3
Spider Ninja/Archer	2
Spider Talon Ninja	4
War Dog	3

> **NOTE**
>
> Enemy priority is rated on a scale of 1 to 5, with 1 being the lowest priority and 5 being the highest.

Boss Encounters

START▷ Perform a Steel on Bone Attack
START▷ Perform a Steel on Bone Attack
START▷ Perform a Steel on Bone Attack

During some missions you face off against one or more boss characters. These bosses fight almost exactly the same as they did when you encountered them during the main game.

However, in Ninja Trials mode you may fight against multiple bosses at once or there may be other enemies fighting alongside the boss.

Unless otherwise noted, follow the strategies in the Boss Battles chapter to make it through each boss encounter.

Ninja Trials

Acolyte Mission Analysis

Acolyte 01

DIFFICULTY: ● ○ ○ ○ ○

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	Terrorist	4	4
1	Rocket Launcher	2	2
2	Assassin	2	2
3	Rocket Launcher	3	3
3	Heavy Soldier	2	2
4	Assassin	2	2
4	Heavy Soldier (Shield)	2	1

Tactical Analysis

Wave 1: Slide toward the Rocket Launcher enemies to take them out first, then focus on the remaining Terrorists. The Rocket Launcher enemies are the only moderate concern for this wave.

Once they're gone, the remaining enemies are fairly easy to dispatch.

Wave 2: The Assassins aren't particularly aggressive this early in Ninja Trials. With no other enemies to worry about in this wave, take them down at your leisure.

Wave 3: Ignore the Heavy Soldiers and focus on the Terrorists (Rocket Launcher) again. Slide toward them to avoid the missiles, then cut them down with ease.

Once all the Terrorists (Rocket Launcher) are dealt with, shift your focus to the Heavy Soldiers.

Wave 4: Slide toward the Shield Soldiers to avoid attacks from the Assassins. Use a Strong Attack to knock away their shields, then take out the enemies in whatever order you choose.

Once the shields are gone, the Heavy Soldiers won't be able to stop your attacks for long, or interrupt your momentum with their shields.

Acolyte 02

DIFFICULTY: ● ○ ○ ○ ○

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	War Dog	2	2
1	Terrorist	3	4
1	Rocket Launcher	2	2
2	Ghost Soldier	3	2
3	War Dog	4	0
3	Assassin	1	2
3	Heavy Soldier	2	3

Tactical Analysis

Wave 1: The War Dogs can be difficult to contend with in this mission, but the priority still goes to the Terrorists (Rocket Launcher). Take them out first, then focus on the War Dogs.

However, if any Terrorists get in the way while you're attacking the War Dogs, finish them off before shifting your focus back to the War Dogs.

Wave 2: Use arrows to locate the Ghost Soldiers, then slide toward them and attack with an Izuna Drop, if you have it.

If you're level isn't high enough to use an Izuna Drop, or the enemies are blocking too much to connect with it, use Quick Attack combos instead.

If you're not close enough to attack before they activate their camouflage again, use another arrow, then proceed with an Izuna Drop.

Wave 3: Ignore the soldiers and focus exclusively on the War Dogs until all four have been taken out. With the War Dogs out of the way, attack the closest soldier, but keep an eye on the Assassins.

If their shuriken are too much to handle, shift your focus to them before taking on the Heavy Soldiers.

Acolyte 03

DIFFICULTY: ● ○ ○ ○ ○

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	Sandmobile Soldier	4	2
2	Terrorist	5	4
2	Rocket Launcher	3	2
3	Terrorist	4	12
3	Rocket Launcher	1	2
3	Assassin	1	3

Tactical Analysis

Wave 1: The Sandmobile Soldiers are fairly easy to deal with. Use one or two arrows, then slide to avoid any potential missiles coming your way or Sandmobile Soldiers trying to run into you.

Repeat this process until all the Sandmobile Soldiers are down.

Wave 2: The Terrorists (Rocket Launcher) position themselves in the towers on either side of the area.

Slide toward the towers to create some distance between your character and the Terrorists, then use arrows to take down the Terrorists (Rocket Launcher).

Head to the opposite side to repeat the process with the other Terrorists (Rocket Launcher), then focus on the Terrorists on the ground.

Wave 3: This is very similar to the second wave, with the addition of Assassins. Slide toward the towers to create some breathing room, then take out the Terrorists (Rocket Launcher) with arrows.

If the Assassins are too close, slide between arrows to stay safe. Repeat this strategy on the opposite side, then take out the Assassins and Terrorists as they get in your way.

With the higher ground enemies taken care of, there isn't a need to prioritize the remaining enemies.

Acolyte 04

DIFFICULTY: ● ○ ○ ○ ○

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	Spider Ninja	4	8
1	Archers	2	2
2	Spider Talon Ninja	2	4
3	Spider Ninja	3	6
3	Spider Talon Ninja	1	3
3	Spider Aya Ninja	2	2

Tactical Analysis

Wave 1: The Archers are the main focus at the beginning of this mission. Take them down, then handle the rest of the ninja.

Unless you've done these mission out of order, you probably won't have the Izuna Drop yet, so take them down with Quick Attack combos instead.

Wave 2: The Spider Talon Ninja can be frustrating with your limited attack power. Stay on them with Quick Attack combos and be prepared to slide away if you see any bombs nearby.

Wave 3: Focus on the Spider Aya Ninja at the onset of this wave. They pose the biggest threat if left alone. Once they're taken care of, dispatch the Spider Ninja, leaving the Spider Talon Ninja for last.

Once again, when fighting the Spider Talon Ninja, be prepared to slide if you see any bombs.

Acolyte 05

DIFFICULTY: ● ○ ○ ○ ○

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	Celsus Fiend	5	5
2	Shadow Fiend	3	6
2	Van Gelf Fiend	1	2
3	Demon Baphomet	1	2
3	Celsus Fiend	3	6
3	Magna Persona Fiend	0	1

Tactical Analysis

Wave 1: This wave starts with the five initial Celsus Fiends. However, once the first five are taken out, the Magna Persona Fiend appears alongside the reinforcements. By this time, you should have access to the Izuna Drop.

Use it on the Celsus Fiends until no more remain. Keep an eye on the dead Celsus Fiends in order to avoid their suicide attack.

If the lasers from the Magna Persona Fiend get in your way, shoot it with arrows when its eyes glow to unleash the Magna Fiend. If this is your preferred strategy, stay away from the Magna Fiend until all the Celsus Fiends are defeated.

When only the Magna Fiend is left, wait until it throws the scythe, then slide under the attack and use Strong Attacks to inflict damage.

Unfortunately, you don't have a Strong Attack combo at this point, so you'll have to make due with single Strong Attacks. Each Strong Attack should stun the Magna Fiend, but if it escapes the stun, slide away and repeat the strategy.

If you evade any of the Magna Fiend's other attacks, slide toward it and use Strong Attacks while it's vulnerable.

Wave 2: The best strategy in this wave is determined by your enemy preference. Under most circumstances, it's best to attack the Shadow Fiends first, leaving the Van Gelf Fiends for last.

This allows you to build up an Ultimate Technique to use on the Van Gelf Fiends. However, if you have difficulty avoiding the Van Gelf Fiends, make them the priority and take them down as quickly as possible.

Wave 3: This wave kicks off with the Demon Baphomets and Celsus Fiends. When a total of two enemies remain, the Magna Persona Fiend makes an appearance.

Stay away from the Demon Baphomet and use the Celsus Fiends to build up to an Ultimate Technique to use on the Demon Baphomets.

When the Magna Persona Fiend appears, let it stay in the air until all the other enemies are dead. Keep the Magna Persona Fiend in view and watch its eyes. If the eyes light up, it's about to use the laser attack.

Slide out of the way to avoid the attack, then continue assaulting the other enemies.

When only the Magna Persona Fiend remains, shoot it with arrows when its eyes light up to bring out the Magna Fiend, then follow the strategy from the first wave to finish it off.

Acolyte 06

DIFFICULTY: ● ● ○ ○ ○

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	Celsus Fiend	4	6
1	Ourboros	2	2
2	Light Shell Bug	10	10
2	Demon Baphomet	2	2
3	Celsus Fiend	6	9
3	Magna Persona Fiend	1	0

Tactical Analysis

Wave 1: Focus on the Celsus Fiends first to build up to an Ultimate Technique, then use it to finish off one of the Ourboros.

If you can't get a Ourboros alone to ensure that the Ultimate Technique won't be wasted on the Celsus Fiends, then wait until all the Celsus Fiends are defeated before using it.

Defeat all the Celsus Fiends, then focus on the Ourboros to finish off this wave.

Wave 2: The safest strategy during this wave is to use slides to take out the Light Shell Bugs. Two slides will kill each Light Shell Bug, and it's fairly easy to catch multiple Bugs with each slide.

Using the slide also makes it easier to avoid attacks from the Demon Baphomets that fight alongside the Bugs.

With the Bugs dead, try to focus on one Demon Baphomet at a time.

If this isn't possible, attack whichever Demon Baphomet is most accessible, but if you can focus on the same one repeatedly, you can dwindle their numbers faster and make the battle much easier.

Use Quick Attack combos on the Demon Baphomets until they block or parry your attack. If they block, wait just outside of your attack range until they initiate an attack, then slide to avoid it and use Quick Attack combos again.

If they parry, slide away to avoid the counterattack, then slide toward them and continue with Quick Attack combos. Repeat this strategy until all the Demon Baphomets are defeated.

Wave 3: Take out the Celsus Fiends until you can use an Ultimate Technique. Shoot arrows at the Magna Persona Fiend when it shifts into a Magna Fiend, then use the Ultimate Technique on it.

If the Ultimate Technique does not kill the Magna Fiend, then stay away from it and quickly take down the remaining Celsus Fiends before engaging it again. Wait one slide distance away from the Magna Fiend until it throws the scythe.

Slide under the scythe and use Strong Attacks to inflict damage. Repeat this process, and attack the Magna Fiend if it misses with any other attack until it's defeated.

Acolyte 07

DIFFICULTY: ● ○ ○ ○ ○

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	Spider Ninja	5	5
1	Archers	3	3
2	Spider Talon Ninja	3	0
3	Spider Ninja	4	4
3	Archers	3	3
3	Spider Talon Ninja	0	2
4	Spider Talon Ninja	3	5
4	Spider Aya Ninja	2	4

Tactical Analysis

Wave 1: The first wave is fairly straightforward. Take out the Archers first, then focus on the rest of the Spider Ninja.

If you have any trouble getting to the Archers, use slides to close in on them or use the Wind Run into the Flying Swallow.

Wave 2: Only four Spider Talon Ninja attack during this wave. However, they like to block many of your attacks. Use a Strong Attack to stun them, then follow with a Quick Attack combo.

This won't work all the time, but it works better than a barrage of Quick Attacks, and limits the amount of bombs used against you.

Wave 3: Take out the Archers first, then use Izuna Drops on the closest enemies. Don't worry about prioritizing the Spider Talon Ninja over the Spider Ninja.

The Talons are harder to take out because they block more, but it is possible to catch them in an Izuna Drop while moving from one enemy to the next.

When you get an Ultimate Technique, try to use it in close proximity to the Talon Ninja to make the most of it.

Wave 4: Focus on the Spider Aya Ninja first to avoid their long range attacks and sneaky teleports. This also brings you closer to an Ultimate Technique. Use the same strategy from the second wave to take out the remaining Talon Ninja.

Acolyte 08

DIFFICULTY: ● ● ○ ○ ○

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	Ourboros	2	4
1	Megaselion	1	2
2	Shadow Fiend	6	10
2	Van Gelf Fiend	0	6
3	Demon Baphomet	2	2
3	Magna Persona Fiend	0	1

Tactical Analysis

Wave 1: Focus on the Ourboros first to build up to an Ultimate Technique. Once that's available, get relatively close to one of the Megaselions, then use it.

The Ourboros are generally easier to take out than the Megaselions, so it's best to try to use the Ultimate Technique on the harder enemy. When only the Megaselions remain, try to focus on the same individual until it's dead.

Use Quick Attack combos until it parries an attack, then slide away to avoid the counterattack. Repeat this process until the wave comes to an end.

Wave 2: This wave starts with six Shadow Fiends, while ten more appear as reinforcements. When the six Shadow Fiends are down, two Van Gelf Fiend appear with six more as reinforcements.

Take out the Shadow Fiends until you have another Ultimate Technique, then use it on one of the Van Gelf Fiend.

Continue focusing on the Shadow Fiends until only the Van Gelf Fiend remain, then attack with a barrage of Quick Attack combos.

The Van Gelf Fiends aren't terribly hard to defeat, just watch out for their projectile and jumping attacks from a distance.

Wave 3: Two Demon Baphomets start off the final wave of this mission. Two Demon Baphomets wait in the wings as reinforcements, and when only one Demon Baphomet remains, the Magna Persona Fiend appears.

Focus on one Demon Baphomet at a time, using the same strategies from the first wave. Ignore the Magna Persona Fiend when it appears, but keep it in view so you can dodge its attacks.

When only the Magna Persona Fiend remains, use arrows when its eyes glow to shift it into the Magna Fiend. Wait for the scythe throw, then slide under the attack and use Strong Attacks to keep the Magna Fiend stunned.

If it escapes the stun or a Strong Attack misses, slide away to regroup and repeat the attack pattern. If the Magna Fiend attacks with anything other than the Scythe Toss, stay away from it.

However, if you happen to evade the attack, quickly slide toward the Magna Fiend and use another barrage of Strong Attacks.

Acolyte 09

DIFFICULTY: ● ○ ○ ○ ○

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	Terrorist	6	8
1	Heavy Soldier	2	4
2	Spider Ninja	6	8
2	Spider Talon Ninja	2	4
3	Celsus Fiend	6	8
3	Magna Persona Fiend	1	1

Tactical Analysis

Wave 1: The first wave of this mission is the easiest. Take out the Terrorists and Soldiers in the order of your choosing. The basic Izuna Drop strategy works well to move from one enemy to the next.

Use Ninpo and Ultimate Techniques freely, but if you don't need the second Ultimate Technique, save it for the second wave.

Wait until the last enemy is defeated, then initiate the Ultimate Technique and hold it until the next wave appears.

Wave 2: The Talon Ninja are a bit frustrating in this wave. However, there's no need to focus on them. Use an Izuna Drop on the closest enemy and continue using it until only the Talon Ninja remain.

At this point, use an Izuna Drop if you can, but if they block or evade too much, use basic Quick Attack combos instead.

Wave 3: Kill the Celsus Fiends until you can use Ninpo or an Ultimate Technique, then shoot arrows at the Magna Persona Fiend when its eyes glow to spawn the Magna Fiend.

Hit the Magna Fiend with the Ninpo and Ultimate Technique, then slide away and continue to assault the Celsus Fiends.

Defeat all the Celsus Fiends, then wait within sliding range for the Magna Fiend to use the Scythe Toss. Slide under it and attack with a barrage of Strong Attacks.

Use this same strategy on the next Magna Persona Fiend and Magna Fiend to finish out the mission.

Acolyte 10

DIFFICULTY: ● ○ ○ ○ ○

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	Terrorist (White)	5	8
1	Terrorist (Rocket Launcher-White)	1	2
1	Heavy Soldier	2	2
2	Terrorist (White)	2	8
2	Heavy Soldier (Jetpack)	3	3
2	Helicopter	1	1
3	Alchemist	3	3

Tactical Analysis

Wave 1: The first wave of this mission is the easiest. Take out the Terrorists (Rocket Launcher) first, then use Izuna Drops and Flying Swallows to make quick work of the remaining Terrorists (White) and Heavy Soldiers.

Use Ninpo and Ultimate Techniques freely to take down the enemies even faster.

Wave 2: The second wave starts with Terrorists (White) and Heavy Soldiers (Jetpack). Use arrows to take out the Heavy Soldiers (Jetpack) first.

If the Terrorists (White) are closing in, slide between arrow shots to stay safely away from them. Try to kill all the Heavy Soldiers (Jetpack) while they're still in the air.

If they land or get close to you while still in the air, take them down as quickly as possible to avoid their various flame attacks.

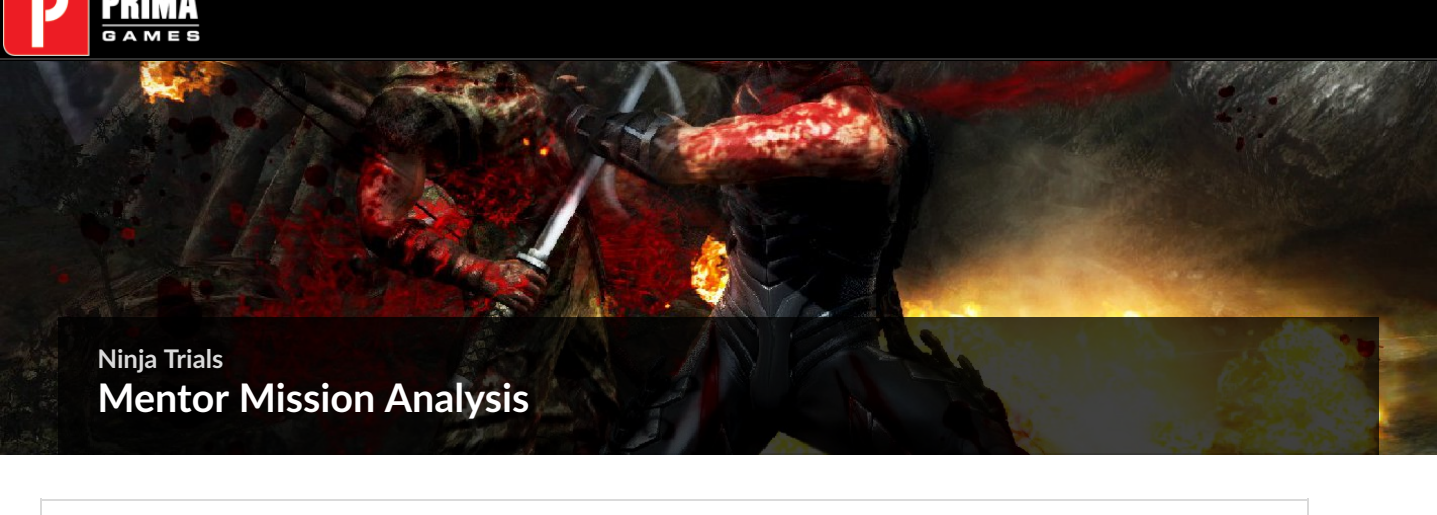
When all the Jetpacks and Terrorists (White) are dead, one helicopter appears. Shoot arrows until it begins attacking with missiles, then slide to avoid the missiles and shoot as many arrows as you can between missile blasts.

When the first helicopter is down, another one appears. Use the same strategy to take it out and complete the wave.

Wave 3: The final wave opens up with three Alchemists and five waiting in the wings as reinforcements. Unlike the typical limitations on reinforcements, when four Alchemists are dead, you must face the last four simultaneously.

The key to victory is to fight one Alchemist at a time. Slide to the far end of the platform and wait for one of the Alchemists to close in. Dodge its initial attack, then counter with a plethora of Strong Attacks.

This breaks the Alchemist's Magic Brick Shield and keeps it stunned. If the Alchemist rolls out of the way or another one gets close, stop attacking and slide down to the opposite end to repeat the process.



Ninja Trials

Mentor Mission Analysis

Mentor 01

DIFFICULTY: ●○○○○

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	Terrorist	4	8
1	Rocket Launcher	1	2
1	Heavy Soldier	3	6
2	Rocket Launcher	2	4
2	Assassin	3	6
2	Heavy Soldier	3	6
3	Rocket Launcher	2	6
3	Steel Spider	1	0

Tactical Analysis

Wave 1: When this wave begins, focus on the Terrorists (Rocket Launcher), then take down the remaining enemies.

There's no need to differentiate between the Terrorists and Heavy Soldiers, just use continuous Izuna Drops to take them all out.

Wave 2: The second wave is a little bit harder, with Assassins added to the mix. Focus on the Terrorists (Rocket Launcher) once again, then continue with the Izuna Drop strategy.

If the Heavy Soldiers block the Izuna Drop, use Strong Attacks to stun them, then try another Izuna Drop, or basic Quick Attack combos.

Wave 3: The third and final wave consists of a Steel Spider and several Terrorists (Rocket Launcher). The Steel Spider isn't that difficult, but the addition of the Rocket Launcher definitely raises the difficulty a bit.

Slide in a circle around the Steel Spider, taking out the Terrorists (Rocket Launcher) with an Izuna Drop or Flying Swallow. When all eight are down, cut off all but the front two legs of the Steel Spider.

Watch the rocket launcher mounted on the top of the Steel Spider. If it glows, slide away to avoid the incoming missiles. Stay away from the front of the Steel Spider to avoid the flamethrower attack.

When the rear legs are cut off, the back of the Steel Spider drops down. Watch out for the electrical field that's generated if you take too long to deliver the finishing blow.

Mentor 02

DIFFICULTY: ●●●○○

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	Spider Ninja	4	8
1	Archers	3	3
1	Spider Talon Ninja	2	6
2	Celsus Fiend	3	9
2	Demon Baphomet	3	6
2	Magna Persona Fiend	0	2
3	Assassin	3	6
3	Heavy Soldier	2	4
3	Alchemist	3	6

> **CAUTION**
>
> Your Health Gauge does not regenerate between the second and third waves.

Tactical Analysis

Wave 1: The first wave may seem tough compared to the Acolyte missions, but it's by far the easiest part of this mission. Take down the Archers first, then focus on the remaining Spider Ninja to build up Ninpo and an Ultimate Technique.

Focus your Ninpo and Ultimate Technique on as many Spider Talon Ninja as possible to make the last part of this wave a little easier.

When you're down to just the Spider Talon Ninja, you probably won't be able to use Izuna Drops with much consistency. The Spider Talon Ninja tend to evade or block more often than in previous missions.

Use Quick Attack combos to slowly chip away at the enemies, and watch out for bombs.

Wave 2: This wave is difficult primarily because you must fight a total of nine Demon Baphomets, three at a time, all while defending against Celsus Fiends and Magna Persona Fiends.

Take out as many Celsus Fiends as you can until the Magna Persona Fiend begins attacking. When this happens, shoot down the Magna Persona Fiend to spawn the Magna Fiend, but stay as far away from the Magna Fiend as you can.

Continue to kill the Celsus Fiends until you have Ninpo or an Ultimate Technique, then use both on the Demon Baphomets to start safely taking them down.

When all the Celsus Fiends are down, shift your focus to the Demon Baphomets. This is no easy task because the Demon Baphomets fight as a group and are difficult to separate.

Use Quick Attack combos until the targeted Demon Baphomet parries your attack, then slide away to avoid the counterattack and slide back toward the Demon Baphomet to continue with Quick Attack combos.

Pay close attention to the other Demon Baphomets and be ready to slide away at any point if they start attacking. It is very important to remain patient and try to focus on the same Demon Baphomet until it has been defeated.

If the Magna Fiend gets close, slide to the far side of the area and continue battling the Demon Baphomets. This is a slow process, but if you're too aggressive, the Demon Baphomets will make quick work of you.

Defeat all the Demon Baphomets, then focus on the Magna Fiend. Stay at the maximum slide distance and wait for the Magna Fiend to throw its scythe. Slide under the attack, then use Strong Attacks to stun the enemy.

If one of your Strong Attacks misses or the Magna Fiend escapes the stun, slide away and wait for another Scythe Toss.

If the Magna Fiend uses any other attacks, slide to evade them, then immediately counterattack. Unfortunately, there's no good way to break down the Magna Fiend's defense.

Some of his attacks leave him more vulnerable than others, especially when its scythe gets stuck in the ground, but if you stay too close to the Magna Fiend, you will take unnecessary damage.

When the first Magna Fiend is down, a second Magna Persona Fiend appears. Use arrows to spawn another Magna Fiend, then use the same strategy to take him down and move on to the next wave.

Keep in mind, your Health Gauge is not replenished between this wave and the third wave.

Wave 3: The second wave is the hardest part of this mission, but the third wave is not easy by any stretch of the imagination.

The hardest part is the low Health Gauge you're likely to start this wave with because it does not get replenished between waves.

For the most part, the Assassins and Heavy Soldiers should take priority. Keep a close eye on the Alchemists to watch for them closing in on your position (which almost always results in an attack) or using their Brick Projectile attack.

If they start using the Brick Projectile attack, use a single Strong Attack on each to remove their brick abilities, then continue attacking the soldiers.

Between the two soldiers, the Assassins should take priority, but don't go out of your way to avoid the Heavy Soldiers.

Attack whichever is closest, but the Assassins block Izuna Drops less often than the Heavy Soldiers, which makes them much easier to take down.

The key point here is to reduce the number of enemies as quickly as possible, but save your Ninpo and Ultimate Technique for the Alchemists.

If you feel confident that you can hit the Alchemists with both attacks while the other enemies are around, do so. If not, wait until only the Alchemists remain.

When only the Alchemists remain, slide to the far end of the area to draw out a single Alchemist.

Slide to dodge his initial attack, then use a barrage of Strong Attacks until another Alchemist closes in, or the targeted Alchemist evades an attack.

Slide to the other end of the area and repeat the process until an Alchemist is near death (you'll see its clothes become bloody).

When this happens, use an Izuna Drop followed by an Obliteration Technique to finish off the Alchemist and build your Ki Gauge for Ninpo usage.

Mentor 03

DIFFICULTY: ●○○○○

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	Terrorist (Rocket Launcher-White)	3	6
1	Heavy Soldier (White)	5	10
2	Alchemist	3	1
3	Celsus Fiend	3	6
3	Demon Baphomet	2	4
4	Epigonos	1	0

Tactical Analysis

Wave 1: The first wave is fairly simple. Take down the Rocket Launchers first, then make quick work of the Heavy Soldiers (White). The Rocket Launchers go down with ease, but the Heavy Soldiers may block your Izuna Drop attempts.

If this happens, just use Quick Attack combos to finish them off.

Wave 2: The Alchemists fight alone here, and there are only four. Slide to the opposite end of the area and wait for an Alchemist to chase after you, then use Strong Attacks until he evades or another Alchemist gets within attack range.

Repeat this process until you defeat all four.

Wave 3: Focus on the Celsus Fiends first, but keep an eye on the Demons to avoid any potential attacks. Save an Ultimate Technique for the Demon Baphomets and focus your Ninpo on hitting as many Demons as possible.

Defeat the Celsus Fiends, then attack the Demon Baphomets with Quick Attack combos until they meet their doom. You have to fight only two at once, which is a welcome change from previous battles.

Wave 4: It's time to face off against the Epigonos from the story mode. Luckily, this isn't his Final Form, which is a much tougher opponent.

However, he does have a very large amount of health, which makes this fight a little longer than it might otherwise be.

Block until the Epigonos gets close, then wait for him to attack. Slide away from the third attack and go for an Izuna Drop.

If you're too slow, you risk getting interrupted if the Epigonos uses a five-hit combo instead of his normal three-hit combo.

In this situation, slide to evade the third attack, then slide to evade the fifth attack before going for an Izuna Drop. This strategy will take longer, but if you continue to get hit after evading the third attack, it's your best option.

Mentor 04

DIFFICULTY: ●●○○○

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	War Dog	3	9
1	Assassin	3	6
1	Heavy Soldier (Shield)	2	6
2	Homunculus	6	9
2	Ourboros	0	10
2	Megaselion	0	5
3	Rocket Launcher	2	4
3	Ghost Soldier	3	6
3	Alchemist	3	4

> **CAUTION**
>
> Your Health Gauge does not regenerate between the second and third waves.

Tactical Analysis

Wave 1: The first wave consists of War Dogs, Assassins, and Heavy Soldiers with shields. The Shield Solders drop bombs on the ground, but are the least of your worries.

Focus on the War Dogs and Assassins first. The War Dogs are generally more dangerous than the Assassins because they attack faster and more frequently, but watch out for grabs from any Assassin that is close.

If the bombs from the Shield Soldiers become too much to handle, use a single Strong Attack to knock away their shields and stop them from using bombs.

When the Assassins and War Dogs are dead, turn your attention toward the Heavy Soldiers and finish them off with Izuna Drops or Quick Attack combos.

If they block a high percentage of your attacks, use a single Strong Attack to stun them, then attack with a series of Quick Attack combos.

Wave 2: The second wave starts with six Homunculi, and nine more as reinforcements. The best tactic is a little tedious, but effective. Kill one Homunculus at a time and wait to see if it morphs into an Ourboros or Megaselion.

If it morphs, wait until the resulting enemy is close to another Homunculus, then use a Quick Attack combo to initiate a Steel on Bone attack on the Homunculus.

If the Ourboros or Megaselion is close enough to the Homunculus when the Steel on Bone occurs, the next attack results in another Steel on Bone, which kills the Ourboros or Megaselion in a single strike.

Repeat this process until all the enemies are defeated.

Alternatively, use a series of Steel on Bone attacks to clear out the first set of Homunculi. This spawns several Ourboros and Megaselions, but each time one is killed, one of the Homunculus reinforcements appears.

Use this reinforcement to initiate the same previously mentioned Steel on Bone strategy to quickly take down a Ourboros or Megaselion.

In most cases, then Megaselion is the more dangerous of the two enemies, so focus on them over the Ourboros.

You can also use a combination of the two strategies. Kill a few Homunculi, but not all six. Then use the remaining Homunculus to systematically extinguish the Ourboros and Megaselions.

Positioning the enemies to cooperate with the Steel on Bone strategy can be difficult, so using a combination of the two strategies alleviates some of that difficulty.

Wave 3: Your Health Gauge does not replenish between the second and third waves, which means that you're probably going into the final wave with low health.

Take out the Rocket Launchers first, ignoring the bombs dropped by the Ghost Soldiers, and staying away from the Alchemists. Once the Rocket Launchers are down, focus on the Alchemists.

Slide from one end of the area to the other, attacking the first Alchemist that follows with a series of Strong Attacks.

When all the Alchemists are down, use arrows to identify the position of the Ghost Soldiers, then use Quick Attack combos to finish the mission.

Mentor 05

DIFFICULTY: ●●○○○

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	Terrorist (White)	6	12
1	Heavy Soldier (White)	2	8
2	Assassin (White)	2	4
2	Alchemist	2	2
3	Genshin	1	0

Tactical Analysis

Wave 1: The first wave is fairly uneventful. There's no need to prioritize the enemies here, but the Terrorists (White) will go down easier than the Heavy Soldiers (White) because they do not block nearly as much.

If you're having trouble with the Heavy Soldiers (White) blocking, kill the Terrorists first to build up Ninpo and Ultimate Techniques, then use them on the Heavy Soldiers (White).

Wave 2: Ignore the Alchemists and focus on taking down the Assassins.

If the Alchemists get close to you, slide away, and if they use Brick Projectile attacks, use a single Strong Attack to temporarily remove their Brick abilities, then continue to focus on the Assassins.

Wave 3: Genshin, one of the bosses from *Ninja Gaiden Sigma 2* , makes a special appearance in Ninja Trial mode. This fight is a little tedious because there aren't many ways you can attack Genshin without taking damage.

If you use arrows or shuriken, he won't take any damage, and will counter with his own kunai projectile attack. If you attack randomly, he'll parry or block, then counterattack.

The best strategy is to wait for Genshin to use a full combo, slide to evade it, then counter with an Izuna Drop. He uses a wide variety of combos, but they all end with a very pronounced Strong Attack.

When you see this Strong Attack, evade it and go for an Izuna Drop. If he uses a variation of the Flying Swallow, block it, then counter with an Izuna Drop. Do not attack in any other situation to avoid taking unnecessary damage.

Genshin has a lot of health, and it takes roughly nine Izuna Drops to finish him.

Mentor 06

DIFFICULTY: ●○○○○

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	Celsus Fiend	4	8
1	Demon Baphomet	2	6
2	Rocket Launcher	1	3
2	Assassin (White)	3	9
3	Spider Talon Ninja	5	10
3	Spider Aya Ninja	4	8

> **CAUTION**
>
> Your Health Gauge does not regenerate between the second and third waves.

Tactical Analysis

Wave 1: The first wave should not be all that difficult. Take out the Celsus Fiend first to build up to an Ultimate Technique.

Use it on one of the Demon Baphomets, then take the rest out with Quick Attack combos and the trademark strategy against Demon Baphomets. You must fight three at a time, so keep an eye on the two you're not actively attacking.

If they attack, slide away to regroup, then continue attacking. Try to focus on the same Demon Baphomet to take them down faster.

Wave 2: Take out the Rocket Launchers first, while ignoring the Assassins. With all four down, shift your focus to the Assassins. Use Izuna Drops to make quick work of them and continue on to the next wave.

Do not waste time here because there's no health recovery between the second and third waves. Luckily, there aren't many difficult enemies in the second wave, which means you can make it through with minimal damage.

Wave 3: The last wave is moderately difficult only because the Talon Ninja block frequently and there are 15 of them to defeat. Focus on the Aya Ninja first to build up to an Ultimate Technique.

As soon as you gain the ability to use it, Separate yourself from the Aya Ninja and get close to the Talon Ninja before using it. The key is to try to get the Talon Ninja with all three Ultimate Technique kills.

Finish off the remaining Aya Ninja, then target the Talon Ninja. Izuna Drops won't work very effectively against the Talon Ninja because they almost always evade the second attack in the Izuna Drop combo.

The best strategy is to use Quick Attack combos, but watch out for the bombs they drop. If you see a bomb, slide away, then continue attacking once it explodes.

If the Talon Ninja block too much, use a Strong Attack to stun them, the a Quick Attack combo to inflict damage.

Mentor 07

DIFFICULTY: ●●●○○

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	Celsus Fiend	3	9
1	Demon Baphomet	2	4
1	Magna Persona Fiend	1	1
2	Spider Ninja	3	6
2	Archers	2	4
2	Spider Talon Ninja	3	6
2	Spider Aya Ninja	4	8
3	Ourboros	4	8
3	Megaselion	3	6

> **CAUTION**
>
> Your Health Gauge does not regenerate between the second and third waves.

> **TIP**
>
> Pick a light color for your gi during this mission. With a darker colored gi, it's easy to lose sight of your character and get it confused with some of the enemies.

Tactical Analysis

Wave 1: Focus on the Celsus Fiends first, but keep a close eye on the Demon Baphomets and Magna Persona Fiend.

As long as you have the Magna Persona Fiend in view, you will have time to slide away from his laser attacks (telegraphed by his eyes glowing).

If you have difficulty keeping the camera on the Magna Persona Fiend, use Izuna Drops to take out the Celsus Fiends. The aerial nature of the Izuna Drop combo makes it difficult for the Magna Persona Fiend to connect with its attacks.

As a last ditch effort, you can shoot arrows at the Magna Persona Fiend when its eyes glow to spawn the Magna Fiend.

However, with all the Celsus Fiends and Demon Baphomets to contend with, having to deal with the Magna Fiend is far more dangerous than the laser blasts from the Magna Persona Fiend.

When you build up to an Ultimate Technique or Ninpo, focus it on the Demons to take them out faster. If there are only a few Demon Baphomets left to kill, save your Ultimate Technique and Ninpo for the Magna Fiends.

There are two Magna Persona Fiends (Magna Fiends) that must be dealt with after the Demon Baphomets and Celsus Fiends are taken care of.

If you can kill the first one with an Ultimate Technique or weaken it with Ninpo, this wave becomes much easier.

Wave 2: This wave consists of every common member of the Spider Ninja Clan. It starts with Archers, Spider Ninja, and a few Talon Ninja.

However, after all the Archers and Spider Ninja are down, a group of Aya Ninja appear to take their place. Take out the Archers and Spider Ninja to build up an Ultimate Technique and Ninpo, but do not kill all of them.

Leave at least one alive to hold off the Aya Ninja.

Use the Ultimate Technique on the Talon Ninja, and try to aim your Ninpo at them as well. The Talon Ninja tend to do their best to evade your Ninpo, so run to a corner, turn to face away from the corner, then initiate the Ninpo.

This provides the widest targeting area to hopefully catch a few Talon Ninja.

With only one Archer or Spider Ninja remaining, take down the rest of the Talon Ninja. Do your best to keep the Archer or Spider Ninja alive until all the Talon Ninja are dead.

At this point, kill the last remaining Ninja, which will spawn the Aya Ninja. The Aya Ninja fighting alone are not very deadly and are easily dispatched with Izuna Drops.

If you kill the last Archer or Spider Ninja before the Talon Ninja are dead, use the Aya Ninja to build up another Ultimate Technique and Ninpo to make it easier to defeat the Talon Ninja.

Alternatively, if you're taking damage from the Talon Ninja, kill all the other Ninja as quickly as possible and use Ninpo and Ultimate Techniques to defeat most of the Talon Ninja.

The most important thing to remember during this mission is that your Health Gauge will not be replenished between the second and third waves.

Use whatever strategy works best for you to minimize the damage inflicted during this wave.

Wave 3: The final wave pits you against a total of 9 Megaselions and 12 Ourboros. None of these enemies go down easily, but the Ourboros are a little easier to handle than the Megaselions.

Focus on the Ourboros first, but do not worry too much about attacking the same one. Your primarily focus should be to kill the Ourboros as efficiently as possible, without taking much damage.

Keep the camera on the Megaselions so you can slide away from their attacks. Focus any Ninpo and Ultimate Techniques on the Megaselions to make the battle against them a little easier.

When all the Ourboros are down, shift your attention to the Megaselions. You must fight four at a time, and it's difficult to separate them.

Try to keep them all in sight so you can evade if they try to attack when you're in the midst of attacking one of the others. This is a long and somewhat tedious fight, but it's important not to be overly aggressive.

If the other Megaselions attack, slide away as quickly as possible and wait for another opening before attacking again.

Mentor 08

DIFFICULTY: ●●○○○

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	Terrorist (White)	4	8
1	Terrorist (Rocket Launcher-White)	2	4
2	Homunculus	6	6
2	Ourboros	0	8
3	Terrorist (White)	4	12
3	Ghost Soldier	3	6
4	Prototype Goddess	1	0

Tactical Analysis

Wave 1: The first wave is the easiest of the four waves in this mission. Take out the Rocket Launchers first, then turn your attention toward the remaining Terrorists (White).

They go down easy with Izuna Drops, and there's no need to conserve Ninpo or Ultimate Techniques.

Wave 2: The second wave starts with six Homunculi and six more as reinforcements. As you defeat the Homunculi, some turn into an Ourboros.

There are a total of eight Ourboros. When a total of four reinforcements remain, the Homunculi appear one at a time.

There are a few ways you can approach this wave. The Homunculi are easily dispatched if you wait for them to group up, then use a series of Quick Attacks on one.

This leads to a Steel on Bone attack, which allows you to kill any nearby Homunculus with a single strike. However, this spawns six more enemies and creates a combination of Ourboros and Homunculi.

It's also possible to kill a few Homunculi to spawn a few Ourboros, alongside the remaining Homunculi.

You can then wait for the Homunculus to get close to the Ourboros, and use a Steel on Bone attack on the Homunculus to kill the nearby Ourboros with a single strike.

The most efficient scenario is to kill a single Homunculus, let the Ourboros spawn, then kill a second Homunculus with a Steel on Bone attack that transitions into a single-strike killing of the spawned Ourboros.

Continue this process until you run out of Homunculi. It's difficult to position the enemies so that you only kill one Homunculus and then an Ourboros, but it's the most effective way to take down the Ourboros.

Wave 3: Take out the Terrorists (White) first to build up an Ultimate Technique, then shoot an arrow to uncover the location of a Ghost Soldier.

Use the Ultimate Technique to take out at least one Ghost Soldier, then finish off the remaining Terrorists (White). Use arrows to find the Ghost Soldiers and take them out with an Izuna Drop or Quick Attack combos.

Wave 4: The Prototype Goddess fights almost exactly as she did in the story mode. The Prototype's arms morph into three forms, but all of them can be attacked in the same manner.

All three forms have Unblockable Grabs when her hands glow red. Just like in the story mode, she starts with normal arms.

Stay as close to her as possible because if you back away when she has normal arms, she unleashes a flurry of projectile attacks.

Use Quick Attack combos until the Prototype evades or blocks. If she evades, prepare to block the attack that follows. If she blocks, wait for her to use a combo attack (four-hit claw combo or three-hit kick combo).

Use slides to evade the combo, then use a Quick Attack combo to counter. Sometimes she uses a kick combo that ends with three spinning kicks.

Treat this the same way as you would her other combos and counterattack after the last kick.

When her hands glow red, slide away as quickly as possible to avoid an Unblockable Grab. Continue to use Quick Attack combos until prompted to rapidly tap Strong Attack (Ⓨ or △) to slice off her arms.

For a short time, the Prototype cannot use her Claw Combos. Keep attacking until she grows tentacle arms (similar to the arms of a Ourboros).

When the Prototype has tentacle arms, stay outside of her attack range, but close enough to reach her with a single slide.

Immediately following a slide, your Quick Attack has considerable range, so you can remain a decent distance away.

Wait for the Prototype to use the Acid Spray, then quickly slide to the right and toward her and use Quick Attack combos to interrupt the Acid Spray before it reaches you. Repeat this process until her arms are sliced off again.

Demon arms appear next and look similar to the arms of a Demon Baphomet. Wait for her to Charge or use the Jumping Smash attack. Slide to evade both attacks, then use a barrage of Quick Attacks until she deflects your sword.

When this happens, slide away from the Prototype to avoid her counterattack. If she taunts (looks up with her hands open), slide in and attack. Repeat this attack strategy until the Prototype goes down.

Mentor 09

DIFFICULTY: ●○○○○

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	Spider Ninja	3	9
1	Archers	3	6
1	Spider Talon Ninja	2	6
2	Alchemist	4	8
3	War Dog	2	8
3	Rocket Launcher	3	9
3	Assassin (White)	3	6

> **CAUTION**
>
> Your Health Gauge does not regenerate between the second and third waves.

Tactical Analysis

Wave 1: Use the Spider Ninja and Archers to build up Ninpo and Ultimate Techniques. Try to focus both on the Talon Ninja to make the battle against them easier.

The Talon Ninja tend to block and evade more than most other enemies, which makes it difficult to hit them with Izuna Drop combos. If you cannot land an Izuna Drop on them, revert back to Quick Attack combos.

If they block most of your attacks, use a single Strong Attack to stun them, then go for a Quick Attack combo.

Wave 2: The second wave pits you against a total of 12 Alchemists. Keep in mind the fact that you do not regain health between the second and third waves.

Therefore, it's important to attack safely and take your time to avoid taking damage.

Slide from one end of the area to the other, and use Strong Attacks to attack the first Alchemist that chases you down.

As soon as the targeted Alchemist evades an attack, or another Alchemist gets close, slide to the other end of the area and repeat the process. Watch out for Brick Projectile attacks.

If you see them, use a Strong Attack to hit any Alchemist with glowing black hands. This temporarily stops the Brick Projectile attacks.

Wave 3: The final wave isn't overly difficult, but you have to be careful. The Rocket Launchers should be your first priority. However, with the War Dogs and Assassins attacking alongside them, it can be difficult to take them out.

It's even more difficult because you can't use jumping arrows.

Attack the Rocket Launchers with one arrow at a time, then immediately slide to avoid attacks from the War Dogs and Assassins. Repeat this strategy until all the Rocket Launchers are down.

It's important to slide and shoot arrows in one motion, as quickly as possible.

After a slide, you won't have much time to shoot given the fact that War Dogs and Assassins are after you, and a barrage of missiles is raining down upon you. The faster you can slide and shoot, the better.

With the Rocket Launchers down, it should be relatively easy to take out the rest of the enemies with Izuna Drops. When engaging the War Dogs, the Izuna Drop combo ends with an aerial slash instead of an actual Izuna Drop.

However, the when the slash impacts the ground, it knocks away any enemies in the immediate area.

Mentor 10

DIFFICULTY: ●●○○○

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	Terrorist	4	12
1	Rocket Launcher	1	0
1	Heavy Soldier	2	2
2	Alchemist	3	2
3	Terrorist (White)	3	8
3	Rocket Launcher	1	0
3	Assassin (White)	2	2
3	Heavy Soldier (White)	2	2
4	Ghost Soldier	4	6
5	Regent of the Mask	1	0

> **CAUTION**
>
> Your Health Gauge does not regenerate between the fourth and fifth waves.

Tactical Analysis

Wave 1: Take out the Rocket Launchers first, then finish off the remaining Terrorists. Save the Heavy Soldiers for last and use Izuna Drops if you can.

If the Heavy Soldiers block your Izuna Drop attempts, use Strong Attacks to stun them, then follow up with an Izuna Drop or Quick Attack combo.

Wave 2: You have to fight only three Alchemists at a time during the second wave, which makes this much easier compared to some of the previous fights against Alchemists.

Slide from one end of the room to the other to separate one of the Alchemists, then attack with Strong Attack combos. Repeat this process until the Alchemists are down.

Wave 3: This is very similar to the first wave, with the addition of Assassins. Focus on the Rocket Launchers first, then the remaining Terrorists, then take out the Assassins and Heavy Soldiers (White) as you come across them.

Use Ninpo and Ultimate Techniques freely, but try to focus your Ninpo on the Heavy Soldiers (White) because they will block more attacks than the other enemies.

Wave 4: Use arrows to pinpoint the location of the Ghost Soldiers, then attack with an Izuna Drop or Quick Attack combo.

Some of the Ghost Soldiers are susceptible to Izuna Drops, while others will block or evade, forcing you to use Quick Attack combos. If they are blocking too much, use a Strong Attack to stun them, then attack with Quick Attack combos.

Your health is not replenished before the final wave, so it's important to avoid damage as much as possible during this wave.

Wave 5: This battle against the Regent of the Mask is a little different than the story mode battles.

He uses all the abilities he has in the last two story mode battles, but he has a ridiculous amount of health and doesn't attack quite as aggressively as he does in previous battles.

As always, the key to this battle is to react to the Regent of the Mask's actions. To properly react, it is important to be able to recognize each attack combo.

The Regent of the Mask uses sword and kick combos that range from two hits to six hits, as well as an Unblockable Grab technique. However, unlike previous fights, he rarely uses more than one Unblockable Grab at a time.

He also uses an attack similar to an Ultimate Technique, Wind Run (which transitions into an Unblockable Grab), and Dark Void Ninpo.

Block until the Regent of the Mask gets close, then slide to evade his first attack, and wait to see which combo he's using. At the completion of each combo, use a Quick Attack combo to counterattack.

If the Regent of the Mask's fist starts to glow red, he's about to execute an Unblockable Grab combo. Quickly slide away and wait to see how many times it's used.

Usually it's only once, but occasionally the Regent of the Mask will use it twice. After the second attack, it's usually safe to use a Wind Run into Flying Swallow, or a Quick Attack combo.

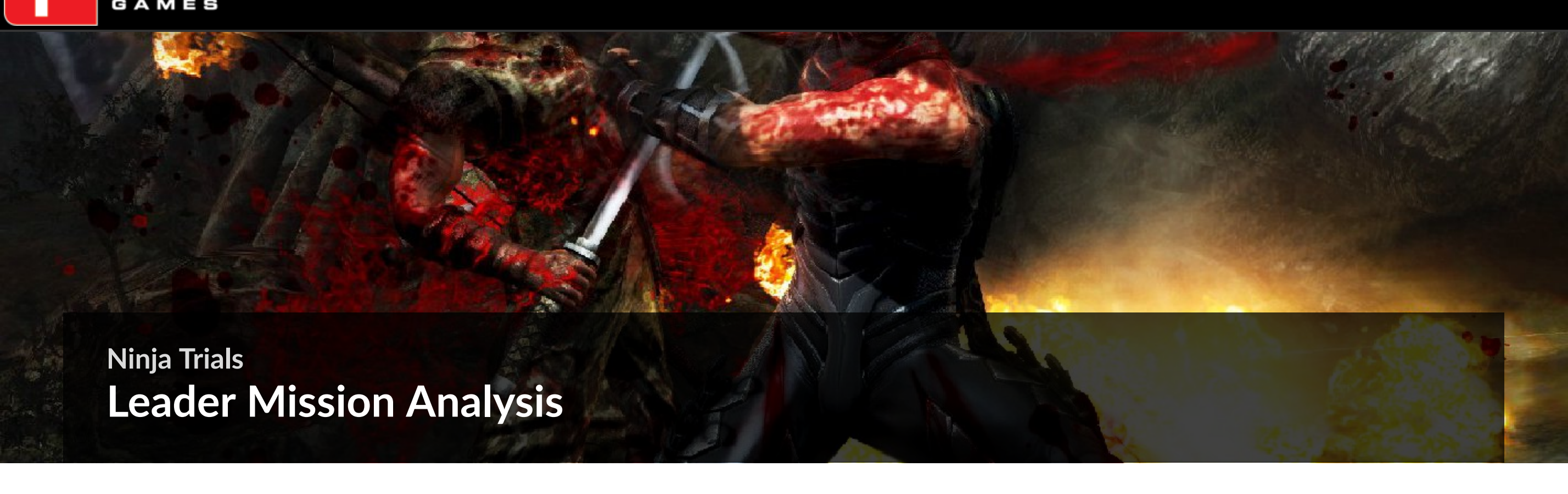
When the Regent of the Mask pulls both arms behind him and to his right side and begins to charge, the Projectile Attack is coming. It looks similar to your Dark Void Ninpo, but is easily evaded by sliding left or right.

If you're close to the Regent of the Mask when he starts charging, use a Quick Attack combo to counterattack.

The Regent of the Mask also uses a jumping attack that looks like a Wind Run. Slide away to avoid it because the Wind Run transitions into an Unblockable Grab attack.

If the Regent of the Mask kneels into a lower fighting stance, similar to an Ultimate Technique stance, get ready to evade with a slide. This is the Regent of the Mask's altered Ultimate Technique.

The attack executes very fast and is difficult to dodge if you're not ready for it.



Ninja Trials

Leader Mission Analysis

LEADER 01

DIFFICULTY: 🟢🟢🟡⚫⚫

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	Shadow Fiend	5	10
1	Van Gelf Fiend	2	6
2	Assassin	2	6
2	Assassin (White)	3	9
3	High Van Gelf Fiend	2	4

Tactical Analysis

Wave 1: Depending on the player, Shadow Fiends and Van Gelf Fiends can both be difficult to handle. The Shadows swarm around you and are very agile, while the Vangelfs stay back and use projectile attacks.

If they decide to move in, you have to watch out for their Unblockable Lunging Grab.

If you choose to deal with the Shadow Fiends first, stay in one of the corners and wait for them to come to you. Be careful if they approach underground. They generally attempt an unblockable throw as soon as they reappear.

Use a basic Izuna Drop combo to take out each Shadow, but keep a close eye on the Vangelfs. Most of the time, they will be shooting a Fireball Projectile attack from a distance.

If you continuously use Izuna Drop combos, the projectiles miss more often than not.

Keep in mind that you cannot use an Obliteration Technique on the Shadow Fiends, but your ninja will attempt to attack them during their death animation as if they were susceptible to an Obliteration Technique.

This is why it's best to fight them in the corner when you have plenty of Shadows all in one area.

When going up against the Van Gelf Fiends, it's best to just rush them with a flurry of Quick Attacks.

If your Technique Level is high enough to have a Strong Attack combo, use that, but if you only have a single Strong Attack, stick to Quick Attack combos.

The Vangelfs have an Unblockable Grab at close range, but there's very little warning before the attack hits. This is why you need to take them down as quickly as possible at close range.

In most cases, this is easier to do after all the Shadows are down, so that you don't have to deal with the Shadows while attacking the Vangelfs.

Wave 2: The Assassins are, by far, the easiest part of the mission. The Assassin (White) has a little more health than the normal version, but both go down with a single Izuna Drop.

If they block your combos, use a slide into a Strong Attack to launch them into the air, then finish with an Izuna Drop, or use a single Strong Attack to stun them, then use an Izuna Drop combo.

Wave 3: The last wave consists of six High Van Gelf Fiends that attack two at a time. In the first wave, you had to deal with two Van Gelf Fiends and five Shadow Fiends at a time, which makes this battle somewhat easier.

The lack of Shadow Fiends is a welcome change.

For the most part, it's best to fight the High Van Gelf Fiend just like you fought the normal Van Gelf. However, because there are more powerful, you have to take additional precautions.

If you feel confident in your ability to dodge the Fireball Projectiles, stay on one side of the area and attack the first High Vangelf to approach. If they do not approach, at the very least they will separate a little bit.

Attack the one that is closest to you.

The High Vangelf have the same amount of HP as the normal Vangelf, which means you can take them down just as quickly, and in the same manner.

Pay attention to the other High Vangelfs and slide away if a projectile attack is heading toward you, or another High Vangelf is closing in.

They are too difficult to take down one at a time, but in groups they become very troublesome. If you get hit by one of their unblockable attacks, it will inflict a significant amount of damage, so be cautious to avoid taking damage.

LEADER 02

DIFFICULTY: 🟢🟢🟡⚫⚫

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	Terrorist	3	9
1	Ghost Soldier	2	6
1	War Dog	3	9
2	Celsus Fiend	4	12
2	Demon Baphomet	2	4
3	Rocket Launcher	2	6
3	Heavy Soldier (Shield)	2	9
3	Alchemist	2	6

CAUTION

Your Health Gauge does not regenerate between the second and third waves.

Tactical Analysis

Wave 1: Start off the first wave of this mission by killing the War Dogs. If you let them live, they will attack with Unblockable Grabs that will cause unnecessary damage.

Once the War Dogs are down, focus on the Terrorists, leaving the Ghost Soldiers for last. When only the Ghost Soldiers remain, use arrows to pinpoint their locations, then take them out one at a time.

Do not stand still or else they will use Unblockable Grabs. As long as you keep moving throughout this wave, you should not have any problems.

Wave 2: The second wave is significantly harder than the first wave. To make matters worse, your Health Gauge is not replenished between the second and third waves.

Stay away from the Demon Baphomets and focus on the Celsus Fiends instead.

Use them to build up your Ninpo and Ultimate Techniques, then unleash both on the Demon Baphomets to lessen their numbers while you finish off the Kerususu.

When the Kerususu are dead, take on one Demon Baphomet at a time. There are nine total Demon Baphomets and you must face them three at a time.

Keep an eye on the Baphomets you're not currently fighting and be prepared to slide away if they start attacking.

It will take a little longer to clear this wave, but if you try to engage more than one Demon Baphomet at a time, you risk taking huge damage if you're caught by one of their attacks.

Wave 3: At first glance, the third wave of this mission is relatively easy. However, you do not regain health between the second and third waves, which means you are more than likely going into this wave with minimal health.

Focus on the Rocket Launchers first, but if a Heavy Soldier (Shield) gets close to you, hit him with a Strong Attack to knock away his shield, then return to the Rocket Launchers.

As soon as you have Ninpo or an Ultimate Technique, focus the attack on the Alchemists. They attack with only two at a time, which makes this wave much easier than it would be otherwise.

If you can dwindle their numbers with Ninpo and Ultimate Techniques while still clearing out the Rocket Launchers and Shield Soldiers, this wave will be much easier.

When only the Alchemists remain, slide from one end of the area to the other, attacking the first enemy to follow. Repeat this process until all the Alchemists are dead.

LEADER 03

DIFFICULTY: 🟢🟢🟡⚫⚫

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	Spider Ninja	3	9
1	Archer	2	4
1	Spider Talon Ninja	3	6
2	Homunculus	6	6
2	Ourboros	0	8
2	Megaselion	0	4
2	Demon Baphomet	0	3
3	Assassin (White)	1	10
3	Alchemist	1	10

Tactical Analysis

Wave 1: In terms of difficulty, this is the easiest of the Leader rank missions. However, that doesn't mean this is an easy mission. The first wave is relatively simple, but the battle against the Spider Talon Ninja can be a bit tedious.

Build up Ultimate Techniques by killing the Spider Ninja and Archers, then get close to one of the Spider Talon Ninja and initiate the Ultimate Technique.

If you can kill two or three Talon Ninja with your first Ultimate Technique, this wave becomes much easier.

Defeating the Spider Ninja and Archers also builds up a Dark Void Ninpo, but the Talon Ninja become very evasive when you start charging the Ninpo.

Aim at the Talon Ninja if you can, but if they are too evasive, focus on taking out the Spider Ninja and Archers instead.

Wave 2: This wave starts with six Homunculi and nine reinforcements. Kill one Homunculus at a time and wait for it to turn into a Megaselion or Ourboros. Only two Megaselions and four Ourboros appear at a time.

Wait until the Megaselion or Ourboros gets close to a Homunculus, then attack the Homunculus with a Quick Attack combo to initiate a Steel on Bone technique.

If the Megaselion or Ourboros is close enough to the Homunculus when the Steel on Bone technique is initiated, your next attack will kill the Megaselion or Ourboros in a single blow.

Repeat this process for the remaining Megaselions and Ourboros.

When all of the Homunculi are down, two Demon Baphomets appear alongside however many Megaselions and Ourboros remain. If you killed one Homunculus at a time, only one enemy should be left along with the two Baphomets.

Take out that enemy first, then focus on the Baphomets. No matter how many enemies remain, leave the Baphomets last because they are the strongest enemies in the wave.

If you have difficulty setting up the Steel on Bone to kill the Megaselions and Ourboros, you should still limit the number of Homunculi killed so that you fight only one Megaselion or Ourboros at a time.

This makes the wave significantly easier to get through.

A single Megaselion or Ourboros is easy to take care of, even if several Homunculi are in the immediate area. Multiple Megaselions or Ourboros can be tough to deal with, especially if they're attacking simultaneously.

Just stay clear of the Homunculi while engaging each Megaselion or Ourboros, because they will use an Unblockable Grab if they get near you.

The attack does not inflict much damage, but when you escape the attack, it kills the Homunculus and may spawn another Megaselion or Ourboros.

Wave 3: The beginning of this wave is pretty easy. There's one Assassin (White) and one Alchemist. However, there are 10 reinforcements for each that spawn in groups as you defeat the initial forces.

For both groups of enemies, when the first initial force is killed, two reinforcements join the battle. When both reinforcements are dealt with, two more spawn.

When the second set of dual reinforcements is taken care of, a group of three more appear. Defeat those three and a final group of three more join the fight.

The key to this wave is to focus on one enemy type at a time. To make things easier, focus on the Assassins (White) because they're much easier to defeat.

As long as you stay clear of the Alchemist, you'll only have to deal with avoiding one of them while engaging the Assassins.

If the Alchemist starts attacking with projectiles, use a single Strong Attack to temporarily silence his magic powers, then continue fighting the Assassins.

When all 11 Assassins are dead, target the Alchemist. The first one is easy to deal with because there's only one. When the next two appear, along with the groups that follow, just take them out one at a time.

Slide from one side of the area to the other, and attack only the first Alchemist that follows, When the others close in, slide to the other side and repeat the process.

LEADER 04

DIFFICULTY: 🟢🟢🟡⚫⚫

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	Celsus Fiend	3	9
1	Demon Baphomet	2	4
1	Magna Persona Fiend	1	1
2	Spider Talon Ninja	3	9
2	Spider Aya Ninja	4	8
3	Spider Talon Ninja	0	6
3	Demon Genshin	1	0

Tactical Analysis

Wave 1: Target the Celsus Fiends first to build up to a Dark Void Ninpo and Ultimate Technique.

If you feel confident fighting two Baphomets at once, while avoiding projectile attacks from a Magna Persona, then leave the Magna Persona, and then use the Ninpo and Ultimate Techniques on the Baphomets.

Use an Ultimate Technique on it before you use Ninpo, because a single Dark Void Ninpo is not enough to kill a Baphomet.

It's also imperative that you wait until you're right next to the Baphomet before initiating the Ultimate Technique so that it doesn't attack the other enemies instead.

When only the Magna Persona Fiend remains, shoot it down and take it on.

Wave 2: This is the easiest of the three waves in this mission. The Talon Ninja can be frustrating to deal with because they're evasive and difficult to Izuna Drop.

Focus on the Aya Ninja to build up an Ultimate Technique, then use it close to a Talon Ninja. When you have a Dark Void Ninpo available, try to aim at the Talon Ninja, but if they're too evasive, target the Aya Ninja instead.

Wave 3: The battle starts with Demon Genshin by himself. He fights very similar to the normal version of Genshin, which means it's important to wait for him to attack, then counterattack when his combo finishes.

If you try to attack before his combo concludes, or get too aggressive, he will interrupt with an attack of his own and inflict significant damage.

If you see him charge up for what looks like an Ultimate Technique, slide away as quickly as possible to avoid taking damage.

Paying close attention to the Talon Ninja that appear will help you keep track of how much health Genshin has left. When he reaches 75 percent health, the first two Talon Ninja appear.

Take them out as soon as they appear because another pair Talon Ninja appear when Genshin reaches 50 percent health, followed by two more at 25 percent.

Fighting Demon Genshin alone is hard enough due to the sheer damage he inflicts with each attack. If you have to deal with six Talon Ninja at the same time, this fight becomes far more difficult than it has to be.

LEADER 05

DIFFICULTY: 🟢🟢⚫⚫⚫

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	Terrorist (White)	3	9
1	Terrorist (Rocket Launcher-White)	1	7
1	Heavy Soldier (White)	2	6
2	Assassin (White)	0	6
2	Heavy Soldier (Jetpack)	2	6
2	Heavy Soldier (White)	2	6
2	War Dog	4	0
3	LOA Chairman	1	0

Tactical Analysis

Wave 1: The first two waves of this mission are fairly straightforward and not particularly difficult. Take out the Rocket Launchers first to build up Ninpo and an Ultimate Technique.

Use both freely once you have them. When the Rocket Launchers are down, focus on the Terrorists (White) to build up another Ninpo and Ultimate Technique.

With only the Heavy Soldiers (White) remaining, finish them off with Izuna Drop combos. If they block your combos, use a Strong Attack to stun them, then go for an Izuna Drop or a combo of your choice.

Wave 2: The second wave is a little harder than the first wave because of the Heavy Soldiers (Jetpack). Use arrows to take them out of the sky and turn them into Heavy Soldiers (White).

If the War Dogs get in the way, take them out while staying clear of the Jetpacks to avoid their Flamethrower attacks.

There are 12 Jetpack Soldiers, but it's important to take them down quickly so you don't have to worry about these highly damaging attacks.

When the Jetpacks are taken care of, shift your focus to the remaining War Dogs. If left alone, the War Dogs can interrupt your attacks and make it difficult to engage the other enemies.

After taking down the War Dogs, target the Assassins and Heavy Soldiers (White). The Assassins are a little easier to kill because they do not block as much, but both are relatively simple to take down.

Wave 3: The last wave of this mission consists of only the LOA Chairman in his giant mech. He's twice a strong as he was when you faced him in the story mode and takes a considerable amount of attacks to bring down.

In addition, the missiles in his first form track you much better than they did before. Fight both forms just like you did in story mode, but when you're close to the mech, watch the top of its back where the missiles originate.

If you see missiles heading toward you, slide to avoid them.

If you follow the original strategy to defeat this boss, the battle isn't very hard. The issue here is the length of the battle.

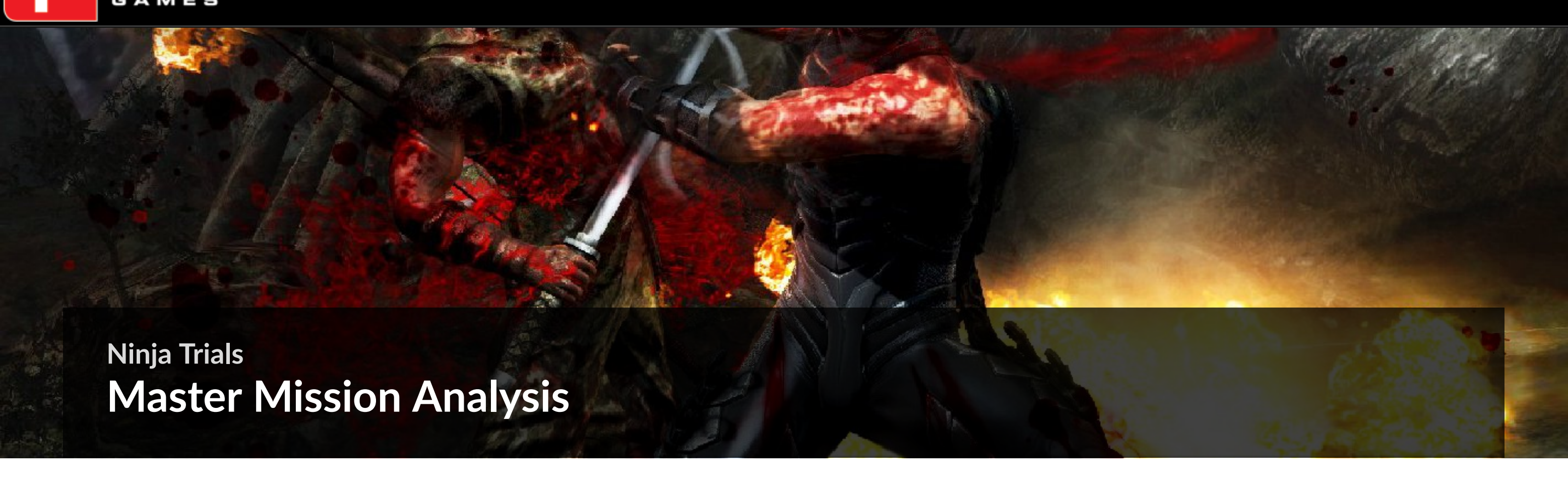
Due to the increased health and strength of the LOA Chairman, the longer the battle lasts, the more important it is to avoid taking damage. Pay close attention to the missiles.

They are easy to avoid if you're looking for them, but if you're too focused on attacking the Chairman, the missiles can easily catch you by surprise.

When the right arm is pounding the ground, stay close enough to slide in an attack, but outside of the Electric Field range.

This is a little more difficult than it was in the story mode because the missiles make it hard to stay in one spot.

When you slide to avoid the missiles, slide along the outside of the Electric Field to stay close to the mech while still avoiding the missiles.



Ninja Trials

Master Mission Analysis

MASTER 01

DIFFICULTY: 🟢 🟢 🟡 ⚫ ⚫

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	Spider Ninja	2	4
1	Spider Talon Ninja	2	4
1	Epigonos	1	0
2	Spider Aya Ninja	2	2
2	Ourboros	0	2
2	Epigonos Final Form	1	0

Tactical Analysis

Wave 1: At the onset of this wave, stay away from the center of the area and locate the Epigonos. He blends in with the other Ninja and the area, so it's important to pinpoint his location and keep an eye on him.

Do not engage him yet; instead take out the Spider Ninja and Talon Ninja first. When you have Ninpo or an Ultimate Technique available, try to use it on the Epigonos, but if you can't target him, just take out the other Ninja instead.

When only the Epigonos remains, wait for him to start a combo and slide to avoid the third and fifth attacks. When the combo ends, hit him with an Izuna Drop combo.

As long as you avoid the third and fifth attacks in his combos, he'll have a hard time inflicting damage. It will take quite a few Izuna Drops to finish him off, but this is not a difficult battle.

Wave 2: There are only two waves in this mission, but both feature an Epigonos. The second wave has the Epigonos in his Final Form. Take out the four Aya Ninja first so you don't have to worry about their magic attacks.

The reinforcements for the Aya Ninja and the Ourboros spawn based on how much health the Epigonos has. When the Epigonos hits 50 percent health, no more Aya reinforcements will spawn.

Instead, the Ourboros will appear one at a time.

If you feel confident that you can avoid the Aya's attacks while engaging the Epigonos, focus solely on the Hayabusa clone. When the Epigonos reaches 50 percent health, and the Ourboros appears, take down the two Aya Ninja.

No matter how you decide to face this fight, when the Ourboros appears, shift your focus to them instead of the Epigonos.

They attack one at a time, which makes it relatively easy to finish off the two Ourboros and continue attacking the Epigonos.

Fight the Epigonos Final Form just like you did in the story mode. Wait for it to switch to the Dragon Sword, then slide to avoid its combos and attack with an Izuna Drop.

Watch out for long-range attacks when it's using the scythe, and a quick slide when it's using the Dragon's Claw.

MASTER 02

DIFFICULTY: 🟢 🟢 🟡 🟠 ⚫

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	Light Shell Bug	3	21
1	Ourboros	3	9
1	Megaselion	3	6
2	Shadow Fiend	3	6
2	Van Gelf Fiend	2	4
2	High Van Gelf Fiend	1	3
3	Ourboros	1	3
3	Megaselion	0	4
3	Goddess Prototype	1	1

Tactical Analysis

Wave 1: Under normal circumstances, the first wave of this mission would not be overly difficult. However, with the small area you must fight in, and the large number of enemies, this becomes a much more difficult battle.

The Megaselions are very aggressive, but avoid them as much as you can to focus on the Light Shell Bugs.

Alone, the Bugs are easy to extinguish, but with all the other enemies around, they can quickly become a difficult foe if they're not dealt with quickly.

If you have trouble avoiding the Megaselions or Ourboros, continuously slide around the area, aiming for the Bugs. Two slides is enough to take out the Bugs.

When the Light Shell Bugs are down, shift your attention to the Ourboros. They go down faster than the Megaselions and you can use their deaths to build up to an Ultimate Technique.

Any time you have an Ultimate Technique available during this mission, get close to the Megaselions and try to target them with it.

You will have to stay on the move throughout most of this fight, so if you have difficulty executing an Ultimate Technique near a Megaselion, just use it as soon as possible to clear out any of the enemies.

With only the Megaselions left, this becomes a much easier battle.

The close quarters combat is still your greatest foe, but without the Light Shell Bugs and Ourboros to contend with, the Megaselions go down without too much of a hassle.

Try to focus on attacking the same Megaselion until it goes down, but if you have trouble doing this, just attack the closest enemy.

Wave 2: Once again, the size of the battle area makes this fight far more difficult than it would normally be. Take down the Shadows first, but if the High Vangelf or the Vangelfs get in your way, attack whichever enemy is closest.

The Shadow Fiends are more agile and harder to keep track of compared to the larger Vangelf and High Vangelf, so whenever possible, use a quick Izuna Drop to finish off as many Shadows as possible.

With the Shadows down, it's a toss-up as to which enemy you should target next. Both the Vangelf and High Vangelf are formidable opponents and fight almost exactly the same.

The best strategy is to focus on one at a time, but if another enemy gets close, slide away as quickly as possible. It will take longer to defeat all the enemies, but you do not want to get attacked by two or more enemies at once.

Wave 3: This wave begins with one Goddess Prototype and one Ourboros. When the Ourboros is defeated, one Megaselion appears.

From this point forward, the Ourboros and Megaselions attack one at a time, alternating between the two (one Ourboros, then one Megaselion).

Ignore the Prototype and focus on the Ourboros and Megaselions first. When all eight of them are down, then shift your attention to the first of two Prototypes.

The fight against the Prototype is very similar to the story mode battle, but this variant is stronger and takes longer to defeat.

Follow the same strategy as before, sliding to avoid her combos when she has normal arms, waiting for the Acid Spray when she has tentacle arms, and avoiding her attacks with Demon arms.

MASTER 03

DIFFICULTY: 🟢 🟢 🟡 🟠 ⚫

Mission Details

Wave	Enemy	Initial Force	Reinforcements
Mission Details			
1	High Van Gelf Fiend	2	2
2	Genshin	2	0
3	Epigonos	1	1
3	Epigonos Final Form	0	1

Tactical Analysis

Wave 1: Fighting two High Van Gelf Fiends at a time isn't all that tough. The main strategy is to know where the other High Vangelf is at all times.

The High Vangelfs go down pretty easily, and although you may take an Unblockable Grab here and there, if you attack with a constant barrage of Quick Attack or Strong Attack combos, the four High Vangelfs will go down before you do.

When the wave is over, your Health Gauge is replenished for the battle against two Genshins.

However, if you lose track of the second High Vangelf, it can attack from your blind side with its Fireball Projectile or its Unblockable Lunging Grab. Both have very good range and both inflict significant damage.

If you can avoid these, getting hit with an Unblockable Grab or two will not end the mission for you. Just keep both High Vangelfs in visual range at all times. This is a large stage, so it's easy for one to escape your view and get lost.

Wave 2: The two Genshins are arguably the hardest part of this mission. Fighting one Genshin is hard enough, but fighting two can be difficult.

The stage is fairly large, so position yourself as far away from the two enemies as possible. When one of them closes in, wait for it to attack, evade his combo, then counter with an Izuna Drop combo.

If the other Genshin gets close, slide away and regroup.

Genshin hits very hard, so it's extremely important to engage only one of them at a time. It's also very helpful if you can keep track of which Genshin you're attacking so that you can continually attack the same Genshin.

When one Genshin is down, it's much easier to take out the last remaining Genshin.

Wave 3: This wave begins with a single Epigonos. When the first Epigonos is down, a second one appears, and after the normal Epigonos is defeated, the Epigonos Final Form spawns.

Deal with the first two Epigonos by waiting for them to attack, sliding to avoid the third and fifth attacks in their combos, then countering with an Izuna Drop.

When facing off against the Epigonos Final Form, stay away from him until he switches to the Dragon Sword, then use the same strategy from fighting the normal Epigonos.

MASTER 04

DIFFICULTY: 🟢 🟢 🟡 ⚫ ⚫

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	Terrorist (White)	2	4
1	Rocket Launcher	2	4
1	Ghost Soldier	0	4
1	Assassin (White)	3	6
1	Heavy Soldier (White)	3	6
2	Alchemist	3	3
2	Regent of the Mask	1	1

Tactical Analysis

Wave 1: Under normal circumstances, the best strategy for this wave would be to take down the Rocket Launchers first, followed by the Terrorists (White).

While you should still take down the Rocket Launchers first, leave the Terrorists (White) for last. The reason for this is because the Ghost Soldiers do not appear until the Terrorists (White) are all dead.

Take down the Rocket Launchers, then take your pick between the Heavy Soldiers (White) and Assassins. This wave is relatively easy compared to most of the other waves in the Master Ninja missions.

When only a few enemies and the Terrorists remain, take them out, but save your last Ultimate Technique until the Ghost Soldiers spawn.

While it's easy enough to use arrows to pinpoint the location of the Ghost Soldiers, it's even easier to unleash an Ultimate Technique and take out three of them right off the bat.

Wave 2: The second wave of this mission starts off with one Regent of the Mask accompanied by three Alchemists.

Usually this would not be a big problem, but the Regent of the Mask is two and a half times stronger than when you fought him during the story mode.

The strategy to defeat him hasn't changed, and after facing him so many times in the story mode you should have it down to a science by now, but it will take much longer to bring him down.

Start off by staying away from the first Regent of the Mask and focusing on the Alchemists instead. They fight three at a time, which isn't too difficult.

However, you should still isolate one to fight by sliding from one end of the area to the other. This is made slightly more difficult by the fact that you need to avoid the Regent of the Mask as well.

It will take a little longer to take down the six Alchemists, but it's important to fight cautiously and avoid taking unnecessary damage.

When only the Regent of the Mask remains, follow the standard strategy to defeat him, but be more careful than normal. There's a second Regent of the Mask that spawns when the first one dies.

As this is a Master Ninja mission, your retries are limited and you don't want to have to start over at the beginning of the mission again. Only attack after evading a combo, and do not use full combos.

Use one or two attacks, then slide away in case the Regent of the Mask attempts an Unblockable Grab.

MASTER 05

DIFFICULTY: 🟢 🟢 🟡 🟠 🔴

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	Epigonos Final Form	3	3

Tactical Analysis

Wave 1: There's only one wave in this mission, but it consists of six Epigonos in his Final Form, fighting three at a time. Unfortunately, there's no easy way to approach this fight.

All the Epigonos are relatively aggressive, and even if you wait until one is using the Dragon Sword, it's still best to let him attack, then counterattack with an Izuna Drop.

However, that's difficult to do when you need to stay away from any Epigonos using the scythe.

And if any of the Epigonos are using the Dragon's Claw, they can attack very quickly, making it difficult to evade while trying to engage another Epigonos.

Luckily, the battle area is relatively large, which gives you plenty of room to move around. Stay on one side of the area and wait until one of the Epigonos changes to the Dragon Sword.

If he's away from the other two, rush over to him and wait for a combo. Evade the third and fifth attacks, then counter with an Izuna Drop.

You may have to take some risks because the Epigonos are rarely far apart, so pay close attention to the other two Epigonos and quickly move away if they approach.

Ninja Trials

Ultimate Mission Analysis

ULTIMATE 01

DIFFICULTY: ● ● ● ● ●

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	Spider Ninja	1	6
1	Archers	1	6
1	Spider Talon Ninja	3	6
1	Spider Aya Ninja	2	4
2	Archer	3	6
2	Spider Talon Ninja	2	4
2	Genshin	1	0
3	Genshin	2	3
3	Demon Genshin	0	2

Tactical Analysis

Wave 1: This entire mission is essentially one big battle against the Black Spider Clan.

It starts off with a small group of Spider Ninja, Archers, Talon Ninja, and Aya Ninja. Focus on the Archers first, and leave the Talon Ninja for last because they're the most difficult to defeat of the enemies in this wave.

When you build up to an Ultimate Technique, get close to one of the Talon Ninja before executing it.

Any Talon Ninja you can take out with Ninpo or an Ultimate Technique makes one less troublesome Ninja to worry about.

Wave 2: Stay away from Genshin because his attacks inflict a great deal of damage, and take out the Archers first in this wave of enemies.

Use your Ultimate Technique near one of the Talon Ninja dwindle their numbers while engaging the Archers. When the Archers are down, shift your attention to the Talon Ninja.

They block a good number of attacks and counter with bombs. Be ready to slide away if you're too close to the bombs. Stay on top of the Talon Ninja with Quick and Strong Attacks, but never let Genshin out of your sight.

When only Genshin remains, evade his combos and counter with an Izuna Drop. This version of Genshin is two times as strong as the previous fights and it takes a considerable amount of Izuna Drops to defeat him.

To make matters worse, it doesn't take many attacks from Genshin to take you down, so you have to be very careful to attack only after he's finish a combo, and avoid his attacks at all cost.

Wave 3: This is a very difficult battle that begins with a fight against two Genshins at double the strength of the normal Genshin (the same as he was in the second wave).

Fight him exactly the same as you did in the second wave, except keep a close watch on the other Genshin so you can avoid his attacks.

There are a total of five Genshins that you must defeat, but luckily they only attack two a time.

However, because of the large number of enemies and the fact that you have a very limited number of retries, it is extremely important to fight as cautiously as possible and not take unnecessary risks.

This is a long and drawn out fight, but it's better than having to start over at the beginning of the mission.

When only two Genshins remain, alternate between the two. Try to deal equal damage to each so that when one dies, the other is close to death.

When there's only one Genshin left, two Demon Genshins at twice their normal strength appear.

If you can hit the last remaining Genshin with one or two Izuna Drops to finish him off, it will make the battle against two Demon Genshins much easier.

Two Demon Genshins are hard enough, but toss a regular Genshin into the mix and it becomes even harder.

Once again, you must be extremely careful against the two Demon Genshins. It only takes a few attacks for either of them to take you down.

Even if you have a retry left to use, you'd have to go through the five normal Genshins to make it back to this point.

Do not be overly aggressive and wait until after Demon Genshin ends a combo before you attempt an attack.

Slide from one end of the area to the other in an effort to separate the two Demon Genshins, and avoid attacking one if the other is close enough to attack you.

ULTIMATE 02

DIFFICULTY: ● ● ● ● ○

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	Terrorist (White)	3	9
1	Assassin (White)	3	9
1	Heavy Soldier (White)	2	6
2	Ghost Soldier	3	6
2	Alchemist	3	6
3	Terrorist (Rocket Launcher-White)	2	4
3	Assassin (White)	2	6
3	Heavy Soldier (Shield)	3	6
4	Alchemist	3	9
4	Regent of the Mask	2	0

Tactical Analysis

Wave 1: The previous mission was basically a battle against the entire Black Spider Clan, and this mission is essentially a battle against the LOA Army.

The first wave is fairly tame, with an assortment of soldiers that are all relatively easy to deal with.

Save the Heavy Soldiers (White) for last because they block more of your attacks than any of the other soldiers.

Use Ninpo and Ultimate Techniques as you get them to make this battle go a little faster.

Wave 2: Ignore the Ghost Soldiers and focus on the Alchemists. The Ghost Soldiers will drop bombs, but if you watch out for them, they do not pose much of a threat.

Slide back and forth across the area to isolate each Alchemist and take them down, then use arrows to find the Ghost Soldiers.

Wave 3: Focus on the Rocket Launchers in the third wave, then use Strong Attacks to remove the shields from the Shield Soldiers and turn them into normal Heavy Soldiers.

The Assassins should be your second focus because their daggers can be difficult to contend with at times. When the Assassins are down, take care of the remaining Heavy Soldiers.

Wave 4: The last wave in this mission is the hardest. Ignore the two Regent of the Masks as best you can while you isolate the Alchemists and take them down one at a time.

When all 12 Alchemists are down, you can now focus on the two Regent of the Masks. Both are relatively aggressive, and are two and a half times the strength of the normal Regent of the Mask.

It's important to take every opportunity to attack so this fight is not drawn out any longer than it has to be.

Treat the Regent of the Masks like you would the Alchemists and slide from one end of the area to the other in an attempt to separate them.

With the Regent of the Masks being as aggressive as they are, it won't be hard to get them to chase after you, which naturally separates them for a short time.

Use this opportunity to get in a couple of Quick or Strong Attacks, but do not get carried away. It does not take many Unblockable Grabs to end this mission prematurely.

ULTIMATE 03

DIFFICULTY: ● ● ● ● ○

Mission Details

Wave	Enemy	Initial Force	Reinforcements
1	Epigonos	1	2
2	Epigonos	1	0
2	Epigonos Final Form	1	0
3	Epigonos	2	0
3	Epigonos Final Form	0	3

Tactical Analysis

Wave 1: This entire mission is against either the normal Epigonos, his Final Form, or both at the same time. The first wave starts with one Epigonos, but when he's defeated, two more appear to take his place.

In addition, all three Epigonos are stronger than the Epigonos you faced in previous missions.

It takes only a few hits to kill you. Slide back and forth across the area in an attempt to separate the Epigonos so you can fight them one at a time.

Luckily, because these are the normal Epigonos you don't have to wait for them to change weapons.

Wave 2: Unlike the previous wave, in this wave the Epigonos and Epigonos Final Form fight against you at the same time.

Focus on the normal Epigonos first because you don't have to wait for him to change weapons. However, keep the Epigonos Final Form in sight at all times.

If he's using the scythe, get away from him and wait for him to switch to one of the other two weapons before you even attempt to fight the normal Epigonos anywhere near him.

When only the Epigonos Final Form remains, wait for him to switch to the Dragon Sword before you attack. Once he's using the Dragon Sword, wait for him to end a combo before you attempt a counterattack with an Izuna Drop.

Wave 3: This wave starts off a little easier than the last because you only have to fight two Epigonos in their original forms (although much stronger than normal).

However, when those two are down three Epigonos Final Forms appear simultaneously. No matter how you approach the three Final Form Epigonos, this is a tough battle.

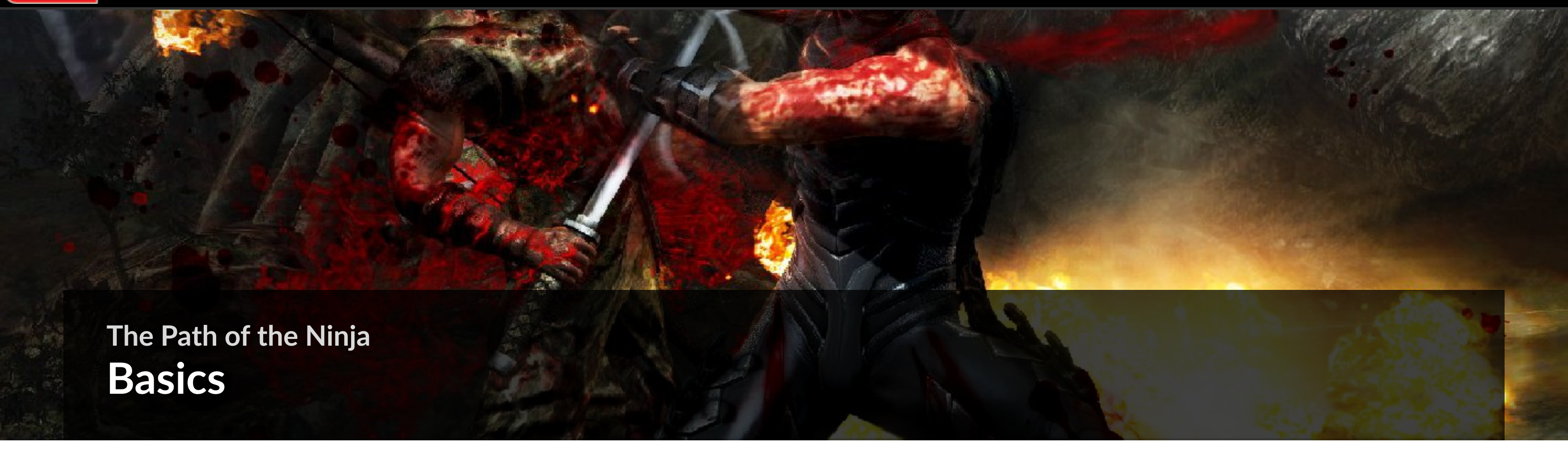
Slide from one end of the area to the other and wait patiently for one of the Epigonos to change to the Dragon Sword.

When this happens, as long as the other two are not close by with any weapon other than the Dragon Sword, move in and wait for a combo.

Slide to avoid the third and fifth attacks, then counter with an Izuna Drop.

This is a very long and drawn out fight, but unfortunately there's no way to make this battle go any faster. If you rush your attacks, you will get hit and you will die quickly.

Even if only one of the Epigonos is attacking you, it needs to land only a small number of attacks to kill you.



The Path of the Ninja

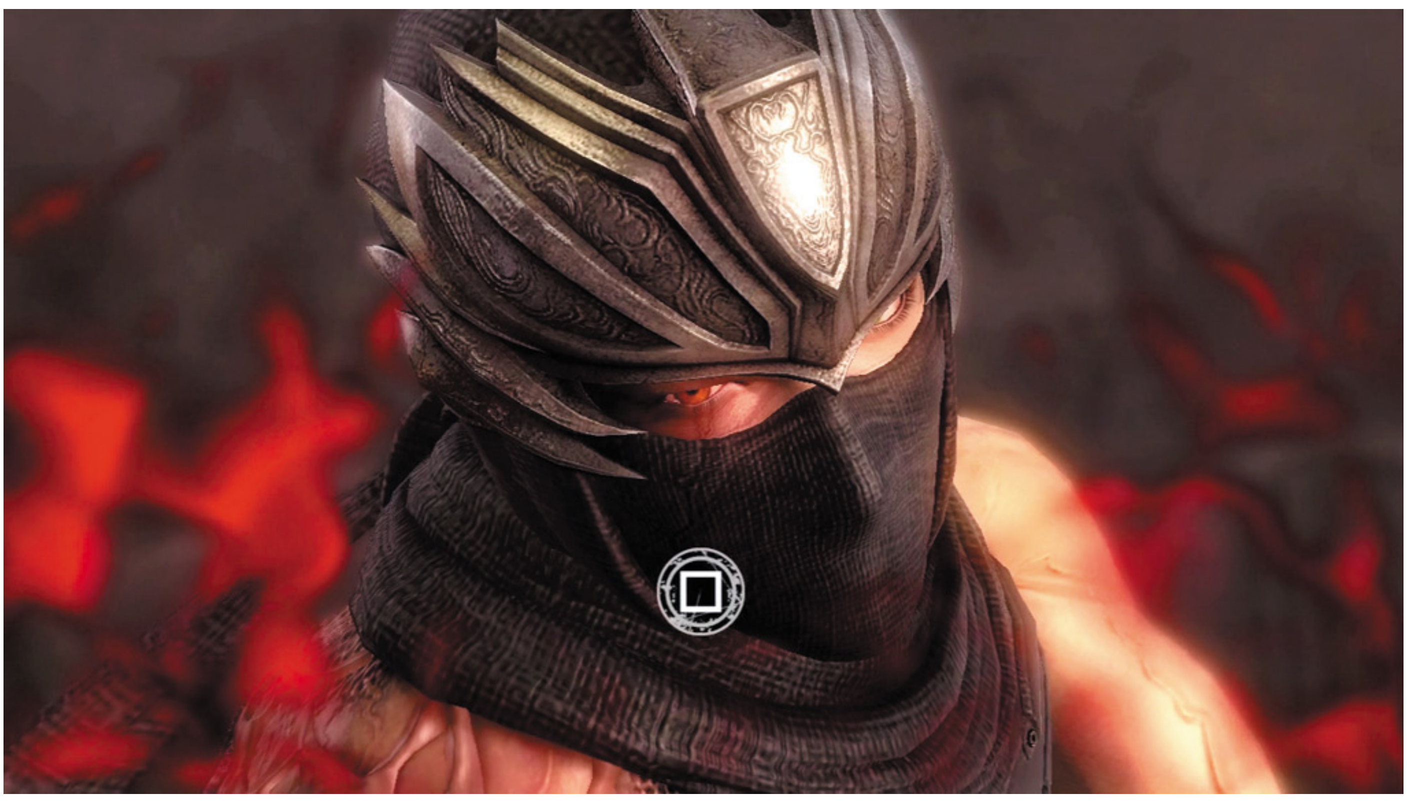
Basics

NOTE

The majority of the strategies provided in the story mode walkthrough are devised for the Hard play style (difficulty) setting. If no play style is mentioned, assume the text is referring to Hard mode.

All boss battle strategies presented were formulated while playing through the Hard difficulty setting. However, we also give strategy adjustments for Normal, Master Ninja, and Ultimate Ninja (DLC) difficulties listed for each boss battle.

Tutorial Button Prompts (TBP)

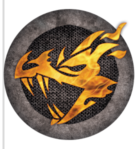
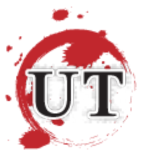


Throughout the game, button notations appear on-screen, requiring you to press specific buttons (sometimes rapidly) or directions.

These are called Tutorial Button Prompts or TBPs. You have a decent amount of time to input the command on-screen, but do not take your time.

In many cases, if you wait too long to input the command, Hayabusa may take damage or even die. TBPs are also used for Steel on Bone techniques and during boss battles.

Ninpo and Ultimate Technique Usage

Ninpo and Ultimate Technique Usage	Ninpo and Ultimate Technique Usage
	
Ninpo Icon	*Ultimate Technique icon*

In most situations, it's okay to use Ninpo and Ultimate Techniques whenever you choose. However, in some cases, it's strategically beneficial to save one or both of Hayabusa's abilities for a specific enemy or upcoming battle.

In these instances, an icon appears in the walkthrough to indicate that one or both abilities should be saved for a specific instance. If these icons are not present, feel free to use Ninpo and Ultimate Techniques freely.

NOTE

When discussing specific Ninpo or Ultimate Technique usage, it is assumed you are playing on the Hard difficulty settings.

Ninpo and Ultimate Technique usage will vary on other difficulty settings because both techniques can be accessed more often on easier difficulty settings and less often on harder settings.

Any text in red (aside from boss battle text) discusses the changes when playing on the Master Ninja play style.

In addition to the changes discussed, enemies are far more aggressive on Master Ninja and there are almost always nearly double the amount of enemies during each engagement.

Daily Details

At the start of each chapter is a list of details about the day. These details provide a brief overview of the day, including the first in-game appearance of enemies that can be found in the day, as well as the number of maps for the day and any sub- or final bosses.

First Appearance

Ryu Hayabusa encounters a wide variety of enemies throughout his eight-day adventure. When an enemy makes its initial appearance, the First Appearance section provides brief insight into how to attack or defeat the enemy.

NOTE

The details for each new enemy appearance are a general summary of the enemy. For complete information on each enemy, refer to the Ninja Enemies chapter.

London, UK (Day 1)

The game opens with a long Tutorial Button Prompts. Follow the prompts to get through the segment.

OPENING QUICK TIME EVENT

- Quick Attack (X or □)
- Quick Attack (X or □)
- Quick Attack (X or □)
- Quick Attack (X or □)
- Hold Up on the Left Analog Stick
- Jump (A or ✕)
- Press Right or the Left Analog Stick and Block (LT or L1)
- Strong Attack (Y or △)
- Rapidly tap Strong Attack (Y or △)
- Press Up on the Left Analog Stick

DAILY DETAILS

New Enemies	Terrorist, Rocket Launcher, Heavy Soldier, Heavy Soldier (Shield)
Bosses	Steel Spider, Regent of the Mask

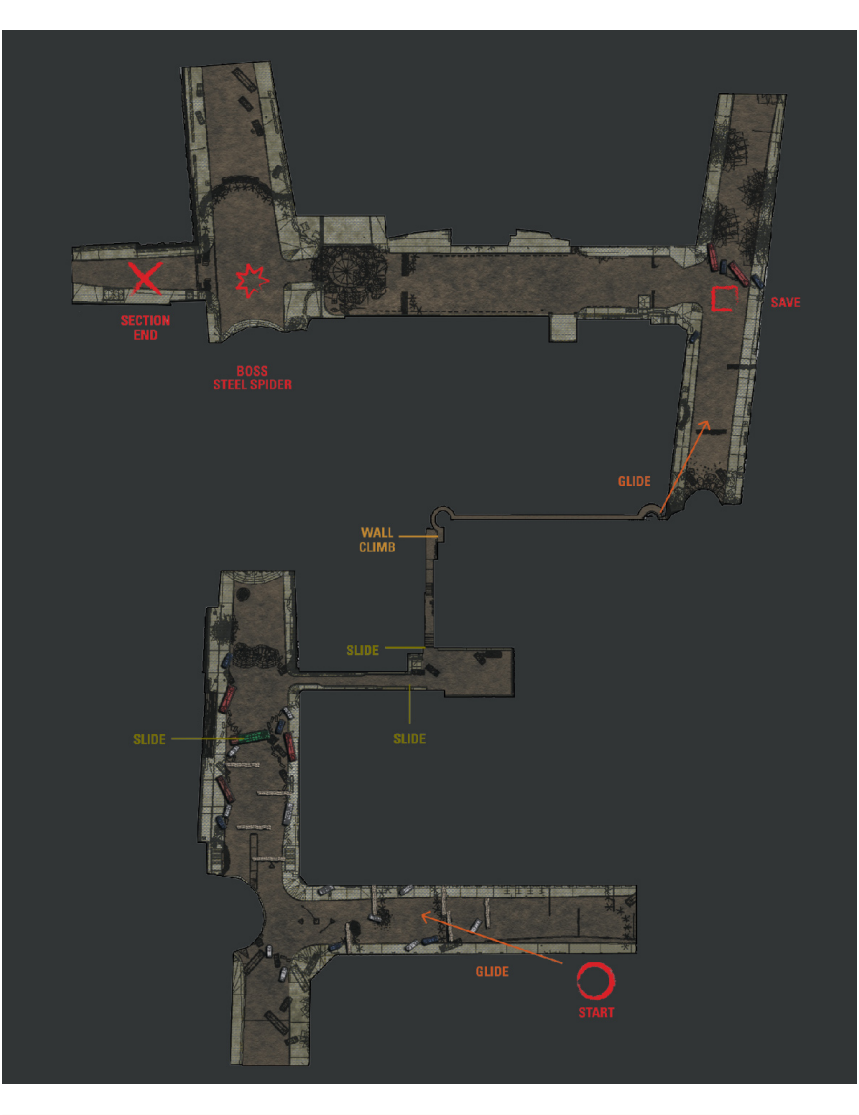
FIRST APPEARANCE: *Terrorist*

Class: Weak
Izuna Drop: Yes
Arrows: Yes
Range: Short
Power: 1
Priority: 1
Abilities/Weapons: Knife, Machine Gun, Grab

Strategy: The Terrorist is the most basic soldier Hayabusa comes across throughout his adventures. This enemy carries a knife and machine gun, but don't worry about his long-range attack capabilities. For all intents and purposes, he is a short-range combatant.

Early on in the game, he does not block anything, and Izuna Drops work against him with ease. However, during later levels, he starts blocking sporadically. Use a slide or Strong Attack to break his guard, then try another Izuna Drop.

The Flying Swallow also works wonders against these enemies.



FIRST APPEARANCE: *Terrorist (Rocket Launcher)*

Class: Weak
Izuna Drop: Yes
Arrows: Yes
Range: Long
Power: 3
Priority: 5
Abilities: Rocket Launcher

Strategy: It's rare to see a Terrorist (Rocket Launcher) up close. Under most circumstances, Terrorists (Rocket Launcher) stay as far away from Hayabusa as possible and rain missiles down upon him. If you see or hear a missile, jump and use an arrow to lock on to the Rocket Launcher.

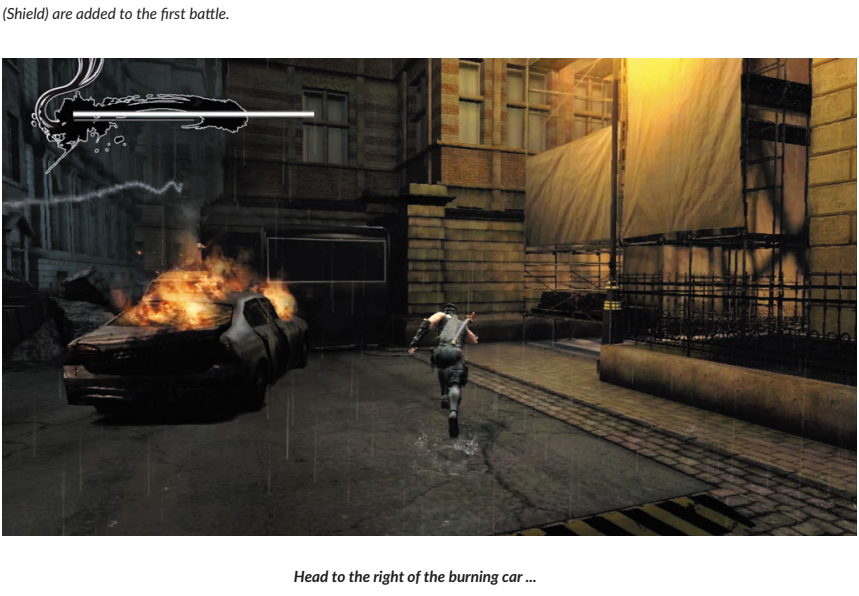
If Hayabusa jumps, the arrow almost always locks on to the Terrorists (Rocket Launcher) above all other enemies.

Usually a single arrow is enough to finish off a Rocket Launcher, but during later levels, it may take two or three arrows. If you attempt an Izuna Drop, in most cases the enemy will be dead before the Izuna Drop comes to an end.

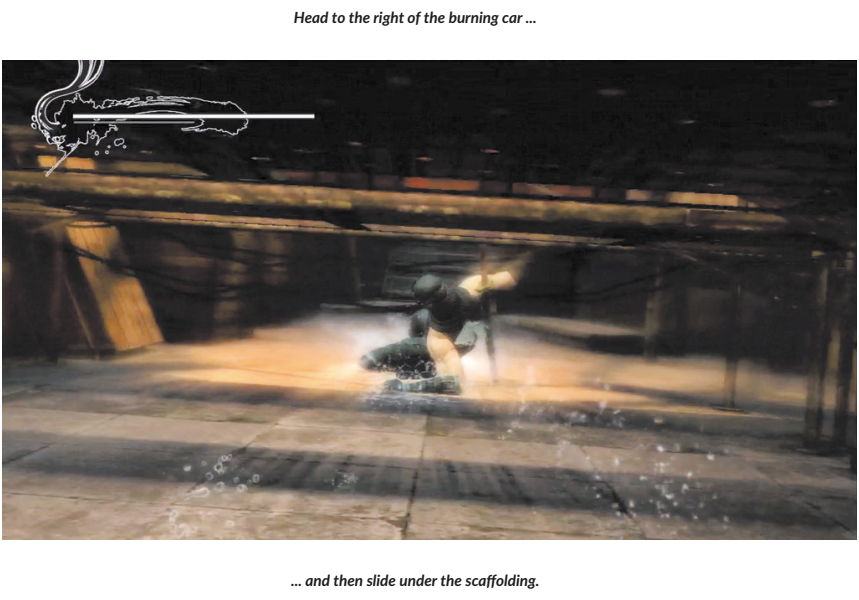
After another cinematic glide down to the ground, press Strong Attack (Y or △) to take down the first enemy. Head forward to face off against a group consisting of Terrorists and a few Terrorists (Rocket Launcher).

Continue around the corner, taking out the remaining Terrorists and Terrorists (Rocket Launcher), then move toward the green truck to trigger another cinematic.

Walk forward to intimidate the soldier ahead, then cut him down. *On Master Ninja, War Dogs, Heavy Soldiers, Heavy Soldiers (Shield) are added to the first battle.*



Head to the right of the burning car ...



... and then slide under the scaffolding.

TIP

The Terrorists that attack after Hayabusa slides under the truck are optional. If you do not wish to engage them, head down the alley on the right, slide under the fallen debris, and when the path ahead is finally blocked, turn around and continue down the next alley to the right. Slide under the scaffolding, then climb up the wall.

Slide under the truck to engage several more Terrorists and the Steel Spider. Quickly take out the Terrorists, then head to the right, down the alley. *On Master Ninja, War Dogs attack in the alley after the Steel Spider makes an appearance.*

When the wall collapses in front of you, quickly use the slide to get under it. When you reach the end of the alley, the Steel Spider will start attacking for a moment.

Turn around and head to the right of the burning car. Slide under the scaffolding and jump across the gap, then use Kunai Climb to scale the wall on the right. Hayabusa falls about halfway up. Initiate the Kunai Climb as he falls, then throw a dagger at the enemy on the way back up to the top.

FIRST APPEARANCE: *Heavy Soldier (Shield)/Shield Soldier*

Class: Weak
Izuna Drop: No
Arrows: No
Range: Short
Power: 2
Priority: 4
Abilities/Weapons: Bombs, Riot Shield, Machine Gun

Strategy: A Heavy Soldier (Shield) is essentially a Heavy Soldier with a riot shield. While he has the shield, Hayabusa cannot knock him into the air or use an Izuna Drop. It's also not possible to connect with any Quick Attacks.

From time to time, a Shield Soldier will drop a bomb on the ground, which beeps and then explodes a few seconds later.

When you see a Shield Soldier, use a Strong Attack to knock the shield away and turn the Heavy Soldier (Shield) into a normal Heavy Soldier.

If you let him keep the shield, he can put a stop to Hayabusa's momentum during a battle and make it difficult to take out other enemies.

When you reach the top of the wall, head to the left. When a Rocket Launcher appears near the end of the walkway, sneak up on him and take him down, then follow the prompts to glide to the ground and avoid the missile.

Take out the Terrorists and Terrorists (Rocket Launcher), and use Hayabusa's Ninpo as soon as it's available.

This puts any remaining enemies in a state of fear. Take them down, then head toward the fence to initiate another cinematic that requires Hayabusa to slide under a jeep. You face three waves of Terrorists and Terrorists (Rocket Launcher), followed by two waves of Shield Soldiers. Focus on the Terrorists (Rocket Launcher) first, then take out any other enemies.

On Master Ninja, Heavy Soldiers are added to first battle. When Hayabusa uses Ninpo, the soldiers no longer cower in fear, and Assassins appear alongside the others.

After sliding under the truck, Assassins and Heavy Soldiers join the other enemies, with the last wave consisting of three Alchemists. After the truck is destroyed, War Dogs attack as the helicopter flies overhead.

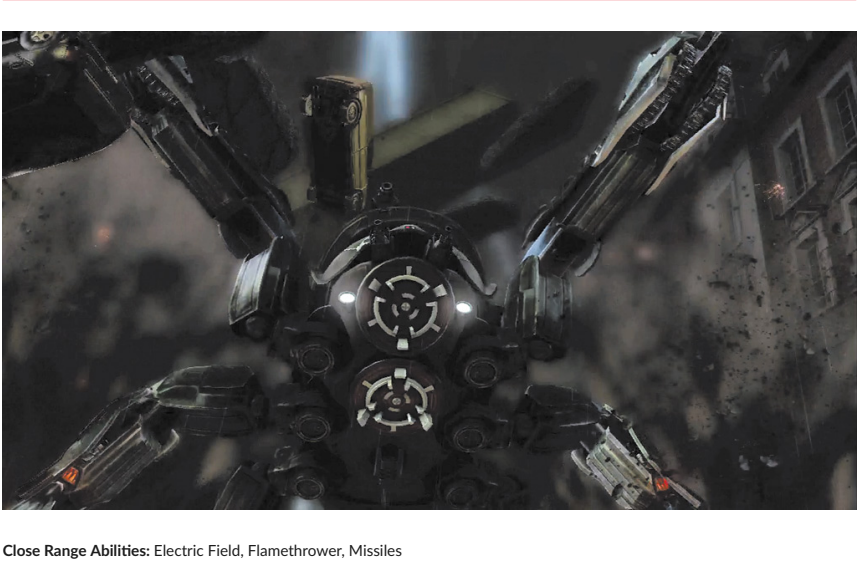
Save your progress, then head toward the truck that slammed through the gate during the last battle. Slide to dodge the missiles that follow until the helicopter clears out the enemies at the end of the block.

Continue moving down the road and over the sandbags, into the mist. If you're jumped when you enter the mist, rapidly move the Left Analog Stick Left and Right and press Quick Attack (X or □). *On Master Ninja, War Dogs attack in the mist if Hayabusa is spotted. This is in addition to the Rocket Launcher's attack.*

You can take out the Terrorists in the mist by sneaking up behind them using Hayabusa's stealth ability, or by attacking mindlessly.

However, if you attack mindlessly, you risk taking damage from the enemies above. Defeat all the Terrorists on the ground to take on the Steel Spider again.

BOSS BATTLE: *Steel Spider*



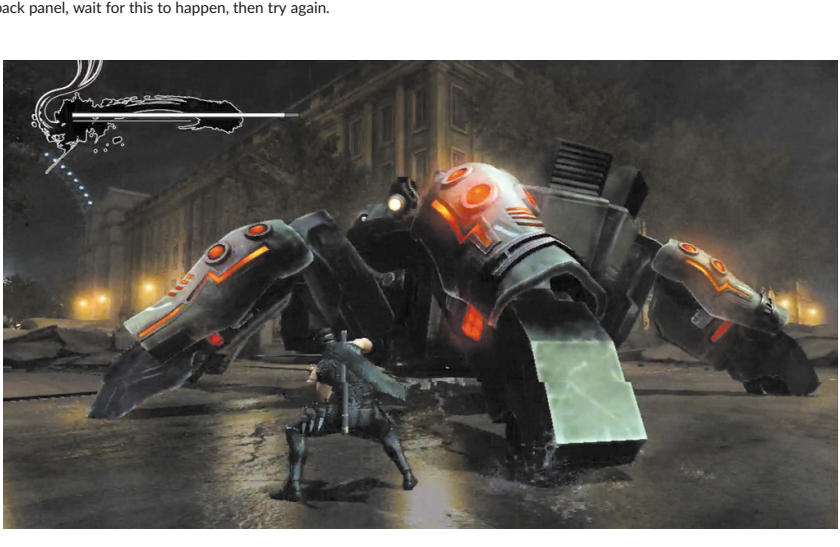
Close Range Abilities: Electric Field, Flamethrower, Missiles
Long Range Abilities: Missiles
Strategy: The Steel Spider has six legs, but only the four rear legs are vulnerable. Each of the vulnerable legs has three layers of shielding to cut through. When all of the shielding is gone, Hayabusa can sever the leg.

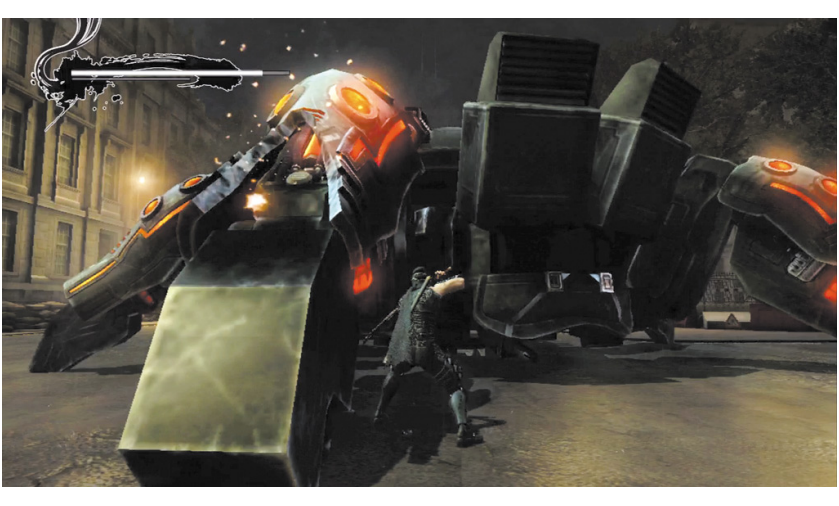
The front of the Steel Spider is a flamethrower. If Hayabusa stands still for too long, the Steel Spider uses an unblockable flame attack. Mounted on top of the Steel Spider is a machine gun and a rocket launcher. You don't have to worry much about the machine gun, but pay attention to the rocket launcher.

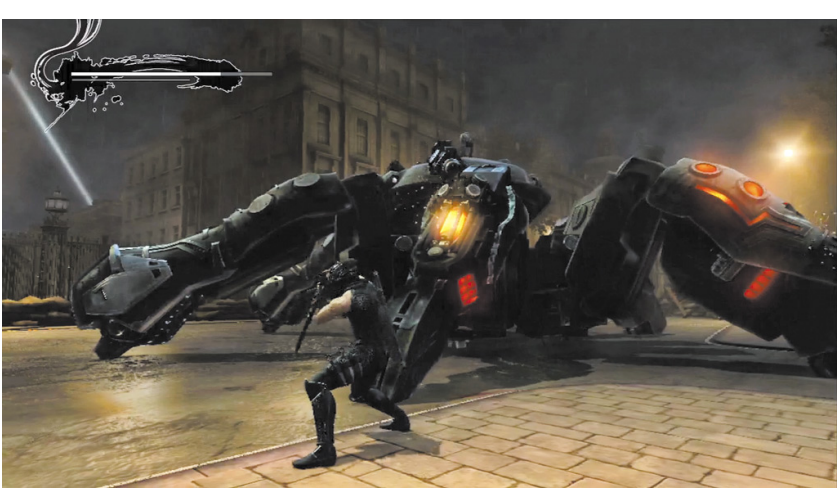
When it's on, it looks like a light, and missiles will soon be heading toward Hayabusa. This is also accompanied by a chiming sound. When the rocket launcher illuminates and the chiming sound is heard, slide to evade the missiles that will soon follow.

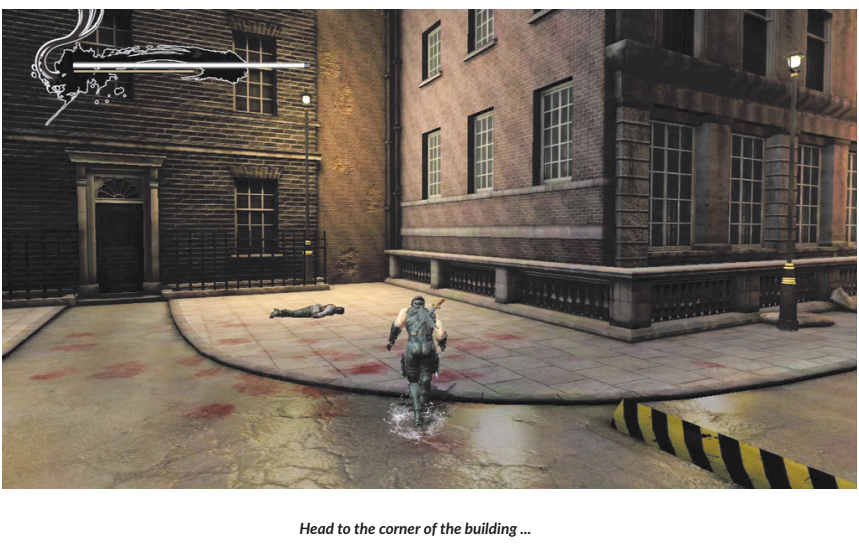
Slide from leg to leg between missile attacks. Use Quick Attacks on the legs until prompted to rapidly tap Quick Attack (X or □) to destroy each leg. When all of the Steel Spider's vulnerable legs are destroyed, the back panel opens.

Quickly move up the ramp and destroy the glowing orange section to finish off the Steel Spider. If Hayabusa does not destroy the back panel quickly, the Steel Spider generates an electrical field that cannot be blocked. If you have trouble reaching the back panel, wait for this to happen, then try again.

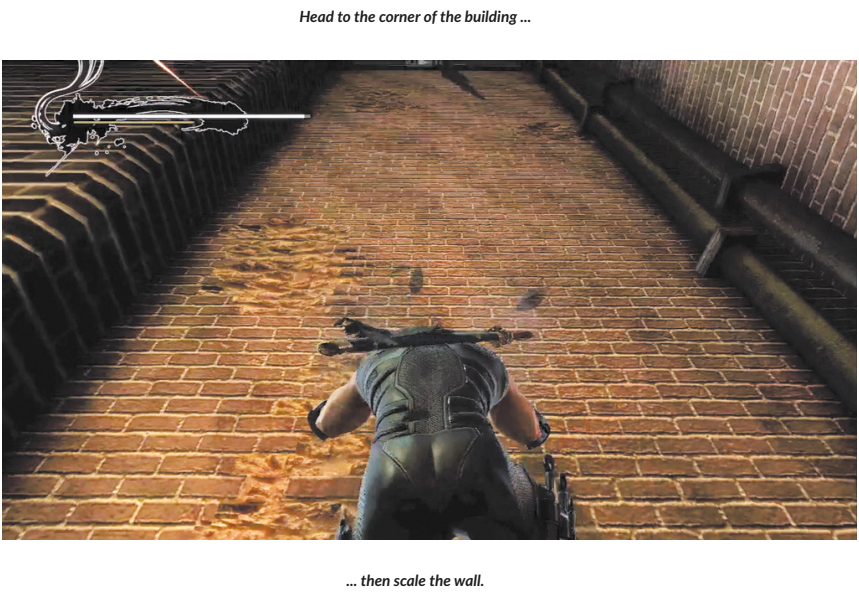








Head to the corner of the building ...



... then scale the wall.

NORMAL DIFFICULTY

Hayabusa's attacks inflict significantly more damage, meaning that it requires fewer attacks to sever the legs of the Steel Spider.

In addition, the missiles the Steel Spider shoots at Hayabusa do not fire as frequently and inflict much less damage.

MASTER NINJA AND ULTIMATE NINJA DIFFICULTY

On Master Ninja and Ultimate Ninja, it becomes even more important to pay close attention to the rocket launcher on top of the Steel Spider. It fires more frequently and inflicts considerable damage to Hayabusa if he's hit.

As soon as you hear the chime and the rocket launcher illuminates, slide away. It may take longer to destroy each leg, but the risk of death is considerably lower if you slide to avoid the rockets.

Attack each leg until only one layer of shielding remains. However, do not sever the leg yet. When a leg is severed, the Steel Spider uses an Electric Field is Hayabusa is close.

To avoid this, wait until all of the legs are down to a single layer of shielding, then sever one leg after another until all four are destroyed.

FIRST APPEARANCE: *Heavy Soldier*

Class: Weak
Izuna Drop: Yes
Arrows: Yes
Range: Short
Power: 2
Priority: 1
Abilities/Weapons: Dual Light Batons, Machine Gun

Strategy: The Heavy Soldier is very similar to a Terrorist, except that he tends to block quite a bit more, even during early levels. When he's far away from Hayabusa, he uses the machine gun to attack from a distance.

However, like a Terrorist, he is not a threat unless he's close to Hayabusa, so consider him a close-range fighter. When the Heavy Soldier gets close to Hayabusa, he puts away the machine gun and pulls out two light batons.

The batons are one of the reasons why he blocks Hayabusa's attacks more often than most of the other soldiers, but they are not a threat.

If the Heavy Soldier is blocking a considerable amount of Hayabusa's attacks, use a Strong Attack or slide to stun him, then attempt an Izuna Drop or Quick Attack combo.

Destroy the Steel Spider, then head through the open gate and toward the burning vehicle. Defeat the Terrorists, Heavy Soldiers and Shield Soldiers that attack, then head to the corner of the building and use Kunai Climb to scale the wall. As soon as Hayabusa initiates the Kunai Climb, throw a dagger to take out the enemy who attacks from the top of the wall. *On Master Ninja, one Alchemist attacks after the initial set of enemies in the first battle.*

TIP

The enemy at the top of the wall shoots missiles at Hayabusa. Use daggers to take out the missiles instead of simply dodging them. If you dodge, it is much harder to time a dagger to kill the enemy.

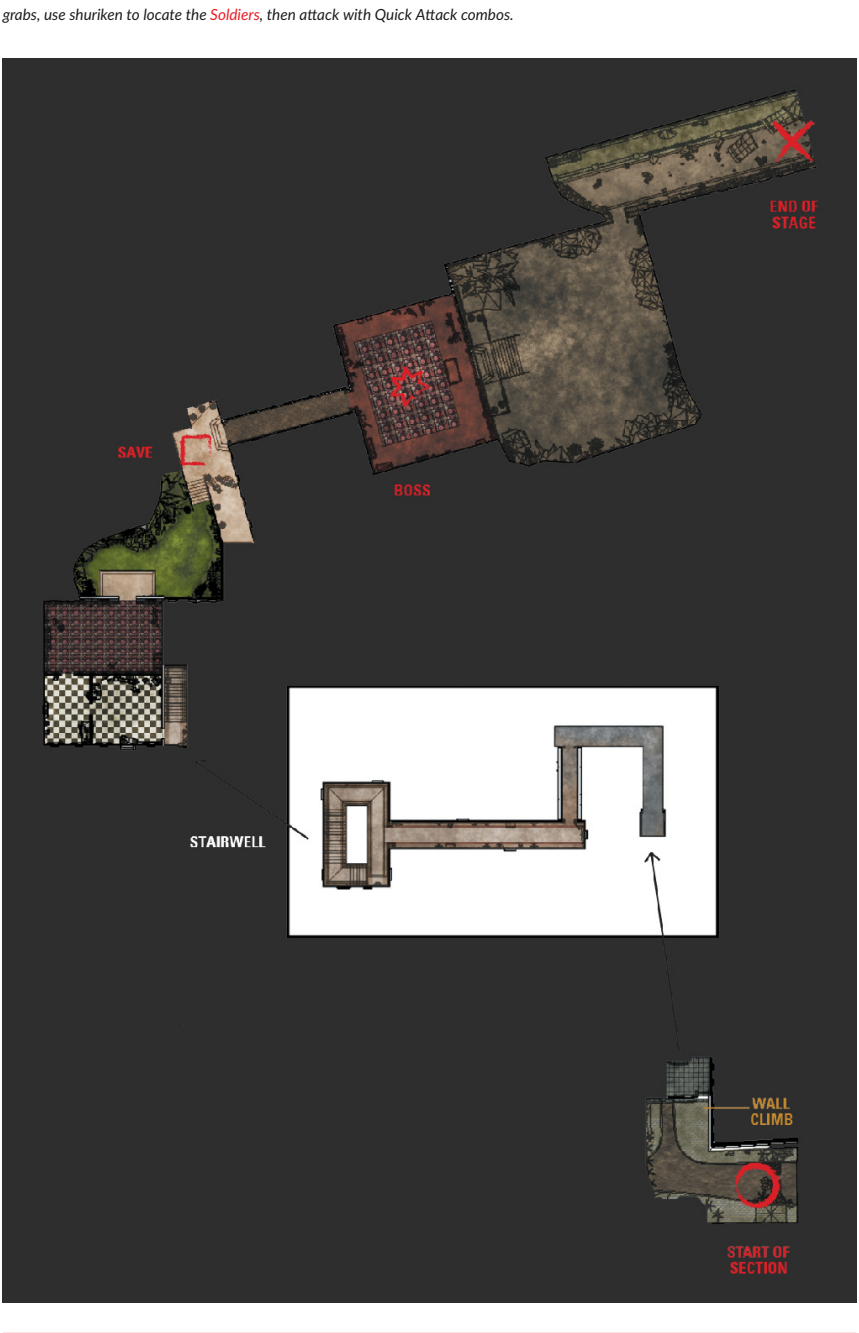
When you reach the roof, head through the door and down the stairs. Continue down the hallway and around the corner. As you move into the next hallway, a solider attacks from behind.

Rapidly move the Left Analog Stick Left and Right and press Quick Attack (X or □) to escape the attack. Then continue down the stairs.

Head through the door on the right at the bottom of the stairs and continue through the rooms until you get outside. As soon as Hayabusa is outside, he is attacked from behind again.

Rapidly move the Left Analog Stick Left and Right and press Quick Attack (X or □) to escape. Go around the corner and up the stairs to take out more Heavy Soldiers and Heavy Soldiers (Shield), then head through the white door, down the hall and into the next room.

On Master Ninja, when Hayabusa exits the building he battles Ghost Soldiers instead of Heavy Soldiers. Keep sliding to avoid their grabs, use shuriken to locate the Soldiers, then attack with Quick Attack combos.



BOSS BATTLE: *Regent of the Mask*

Close Range Abilities: Two-Hit Combo, Three-Hit Combos, Unblockable Two-Grab Combo

Long Range Abilities: Two-Hit Charge Technique

Strategy: Hold Block (LT or L1) and wait for the Regent of the Mask to approach Hayabusa. Slide away from his first attack and wait to see which combo the Regent of the Mask uses. While inside, the Regent of the Mask primarily uses a two-hit combo.

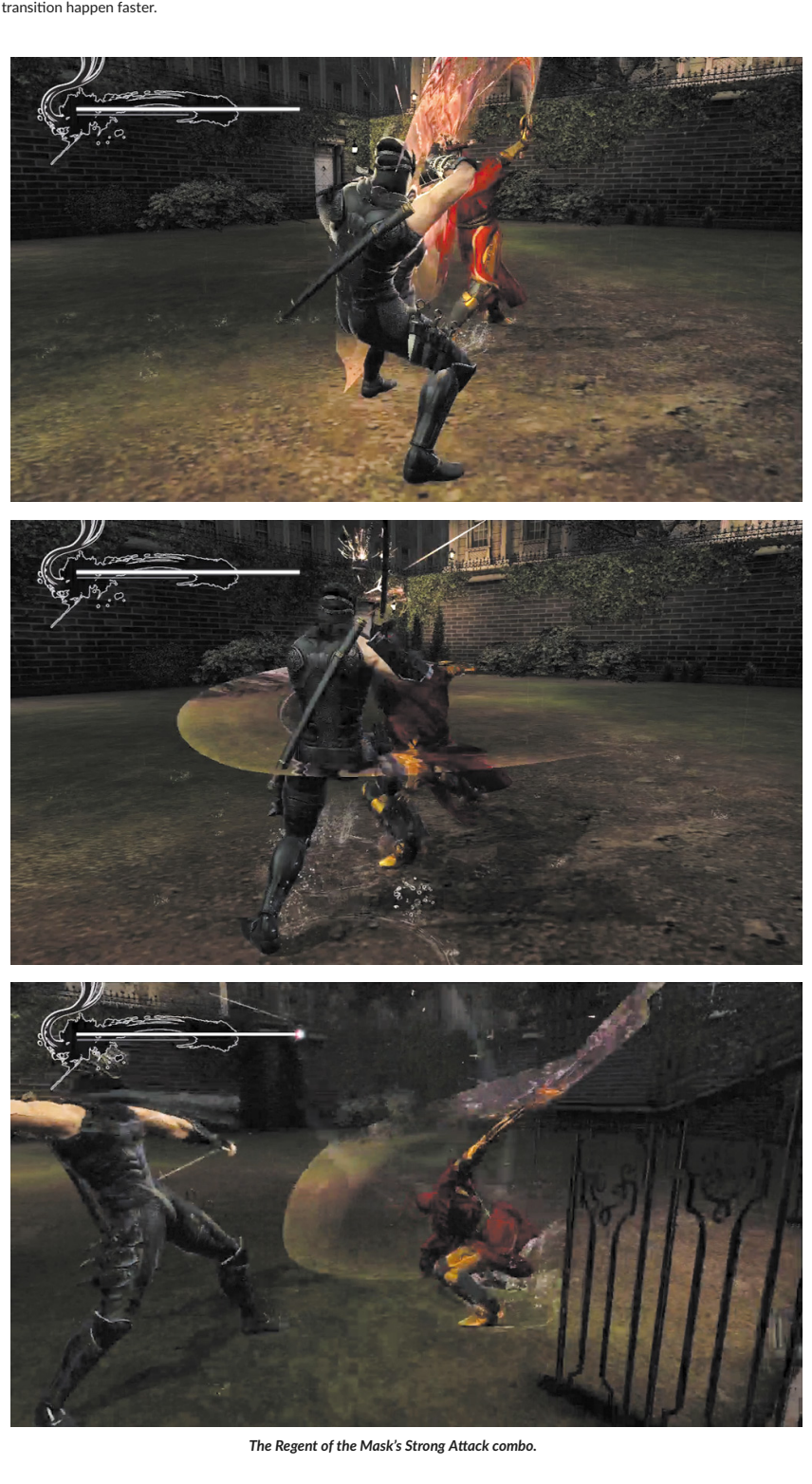
Slide twice to avoid both attacks, but make sure the second slide leaves Hayabusa close enough to the Regent of the Mask to land a Quick Attack combo.

After attacking the Regent of the Mask, slide away to regroup. If Hayabusa uses too many attacks, the Regent of the Mask may counter with an unblockable throw combo or a parry. If his fist glows red, the throw combo is coming.

Use no more than three Quick Attacks at a time to avoid the Regent of the Mask's unblockable throw combo.

Continue to attack until Hayabusa's sword clashes with the Regent of the Mask's and you're prompted to rapidly tap Quick Attack (X or □). Repeat this process until the Regent of the Mask is knocked outside.

Try to stay on either side of the desk, or toward the back of the room, but do not stay directly in front of the desk to make the transition happen faster.



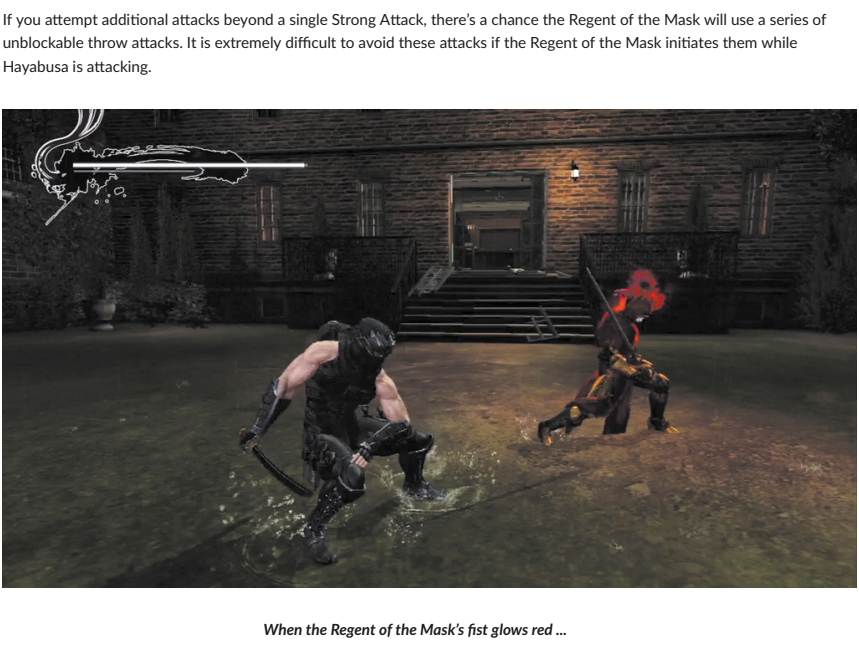
The Regent of the Mask's Strong Attack combo.

Once outside, the Regent of the Mask starts to uses a three-hit Strong Attack combo in addition to his other attacks, and his unblockable throw attack now consists of two throws and, occasionally, a third throw as well. Evade the first attack of the Strong Attack combo to make the second attack miss.

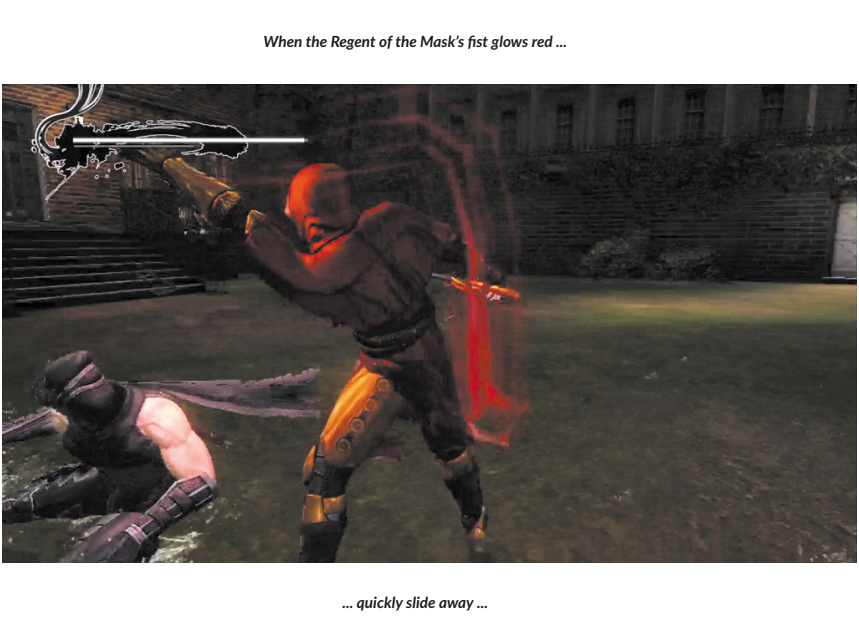
Wait until the last moment to slide away from the third attack. With proper timing, Hayabusa is close enough to connect with one Strong Attack or a few Quick Attacks.

It is highly recommended that you use only a single Strong Attack after evading the Regent of the Mask's combo attacks. However, you must act quickly after evading the Regent of the Mask's attacks.

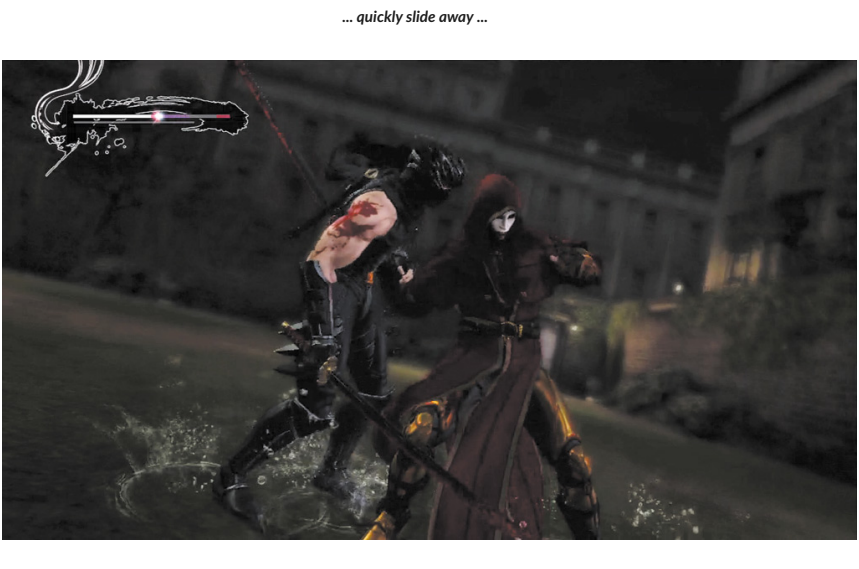
If you attempt additional attacks beyond a single Strong Attack, there's a chance the Regent of the Mask will use a series of unblockable throw attacks. It is extremely difficult to avoid these attacks if the Regent of the Mask initiates them while Hayabusa is attacking.

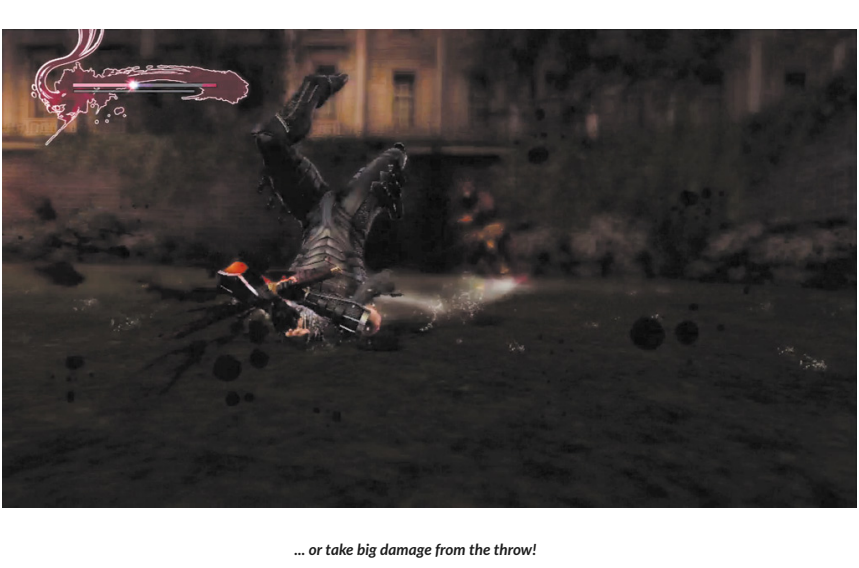


When the Regent of the Mask's fist glows red ...



... quickly slide away ...





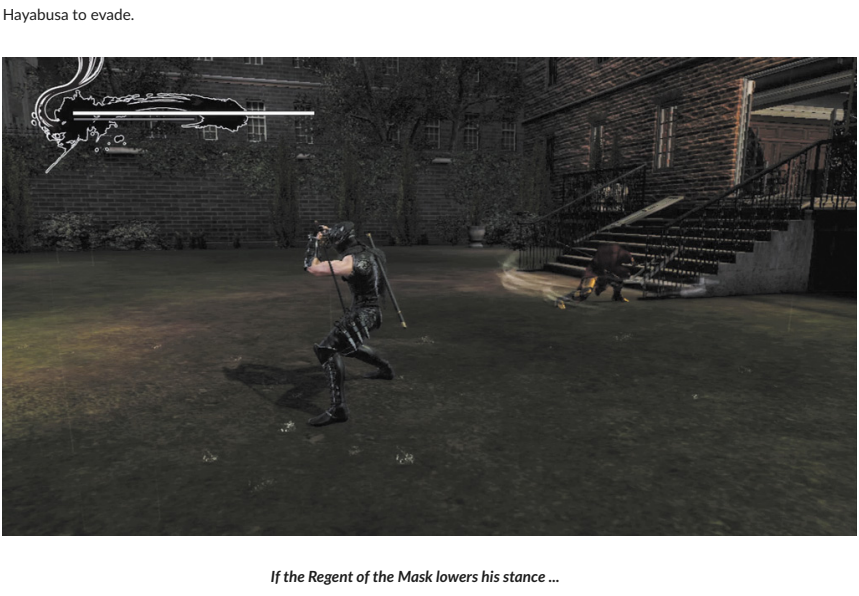
... or take big damage from the throw!

During the three-throw unblockable attack, all three attacks go through Hayabusa's attacks and cannot be defended against. If you see the red fist, slide away as quickly as possible.

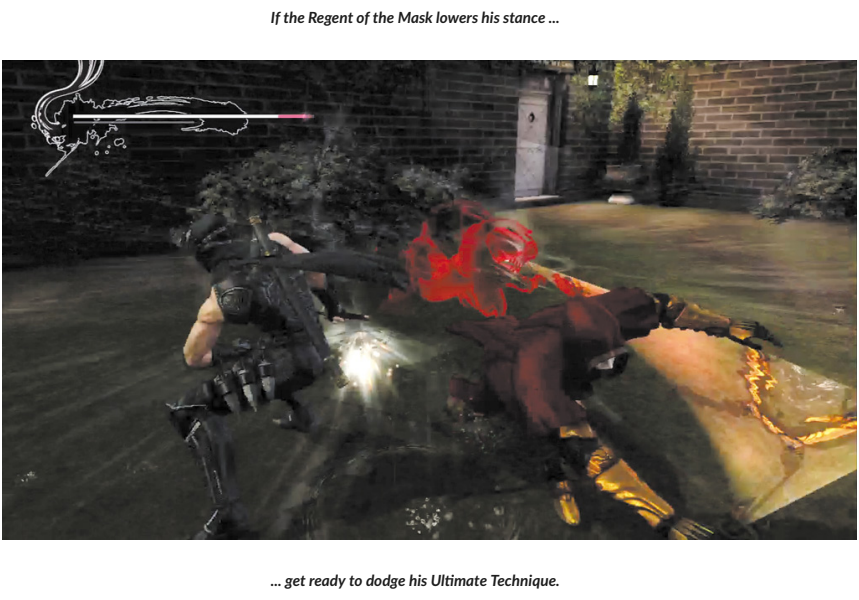
The second throw has deceptively long range and reduces Hayabusa's health considerably, and the third throw is equally dangerous. It is very important to avoid this series of attacks at all costs.

The Regent of the Mask uses several other attack combos. It is possible to hit him after evading some of these combos, but it's somewhat risky.

If Hayabusa attacks too late, the Regent of the Mask can block or counter with an attack. If he counters, it's very difficult for Hayabusa to evade.



If the Regent of the Mask lowers his stance ...



... get ready to dodge his Ultimate Technique.

If the Regent of the Mask lowers his attack stance into something that resembles the stance of Hayabusa's Ultimate Technique, get ready to use a slide to evade the boss's attack. This is a variation of Hayabusa's Ultimate Technique. It executes extremely fast and is difficult to dodge if you're not prepared.

Slide away from the Regent of the Mask to escape the first attack, then slide again immediately after. The Regent of the Mask follows with a second attack almost immediately after his first, and occasionally uses a third attack as well.

NORMAL DIFFICULTY

On Normal difficulty, Hayabusa doesn't have to worry all that much about the Regent of the Mask's counterattacks. Most of the battle can be fought by simply attacking at will with Quick Attack combos.

Keep a close eye on the Regent of the Mask's hands and be prepared to slide away if they glow red, but even if Hayabusa gets caught by the Unblockable Grab, he can take several of these attacks before he is in any danger of dying.

MASTER NINJA AND ULTIMATE NINJA DIFFICULTY

The Regent of the Mask is more aggressive and inflicts significantly more damage on Master Ninja and Ultimate Ninja levels. It is vital that Hayabusa is not caught by the Unblockable Grab because in some cases a single grab can mean death.

It's also very important to attack only when the Regent of the Mask is vulnerable. If your timing is off, do not attempt to attack. Even the Regent of the Mask's shorter attack combos can inflict significant damage and every sliver of health matters.

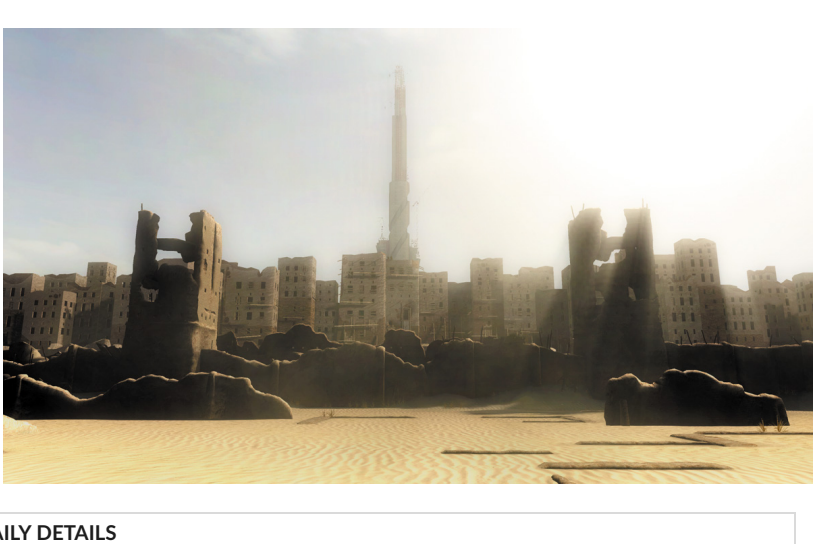
An alternative strategy is to block the first attack in his combos, then use Hayabusa's Counterattack technique on the second attack. Use the Quick Attack version of the Counterattack because the Strong Attack version will not hit the Regent of the Mask.

Be very careful using this tactic because the Regent of the Mask will use his Unblockable Grab as the second or third hit of a combo from time to time.

If you're paying attention, there's enough time to slide away and avoid the combo, but if you get caught by surprise it could mean death. With a full Health Gauge, two Unblockable Grabs is more than enough to kill Hayabusa.

When the battle ends, the Dragon Sword is absorbed into Ryu's arm. After this happens, press Quick Attack (X or □) to pick up the enemy's sword and continue the cinematic. At the end of the cinematic, head toward the open door and to the right, down the street to trigger another cinematic.

Deserted City, Rub' Al Khali (Day 2)

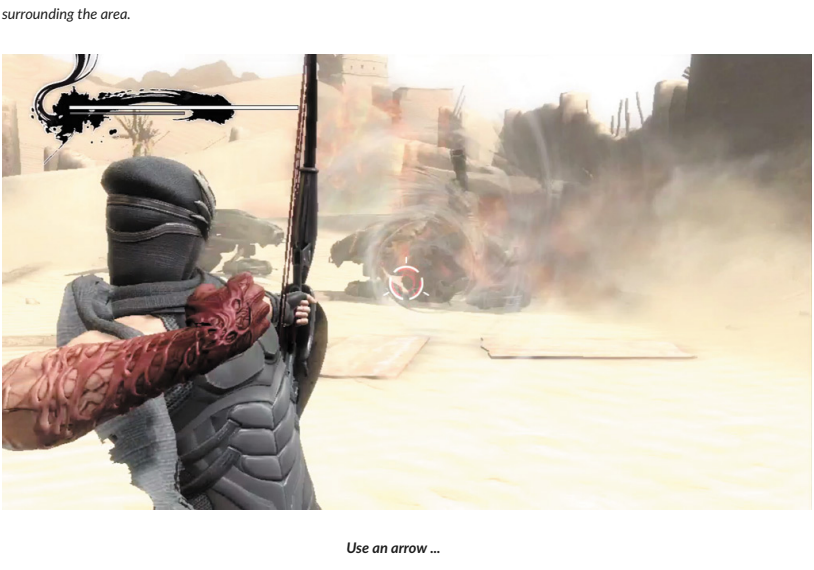


DAILY DETAILS

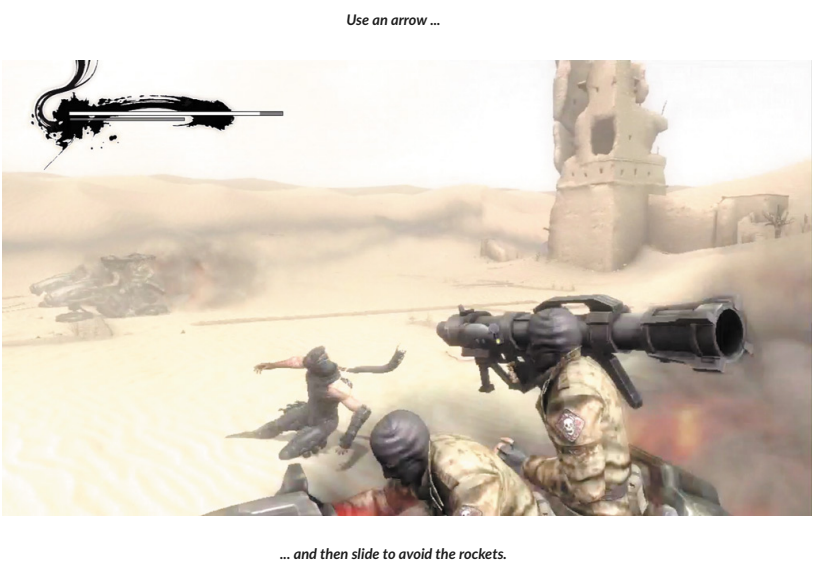
New Enemies	Sandmobile Soldier, Assassin, Alchemist, Heavy Soldier (Jetpack)
Bosses	IDE-1011 Manta Helicopter

Ryu's Dragon Sword is gone, but at the beginning of Day 2 he receives a bow. Move forward until Ryu's health bar appears. This indicates that the enemies have spotted Hayabusa. There's one Rocket Launcher in the tower on the right, and two in the tower on the left.

Take out the one on the right first, dodge any incoming rockets from the left tower, then take out the two enemies there. It requires only one shot to take out each enemy. *On Master Ninja, there are three more Terrorists (Rocket Launcher) in other towers surrounding the area.*



Use an arrow ...



... and then slide to avoid the rockets.

FIRST APPEARANCE:
Sandmobile Soldier

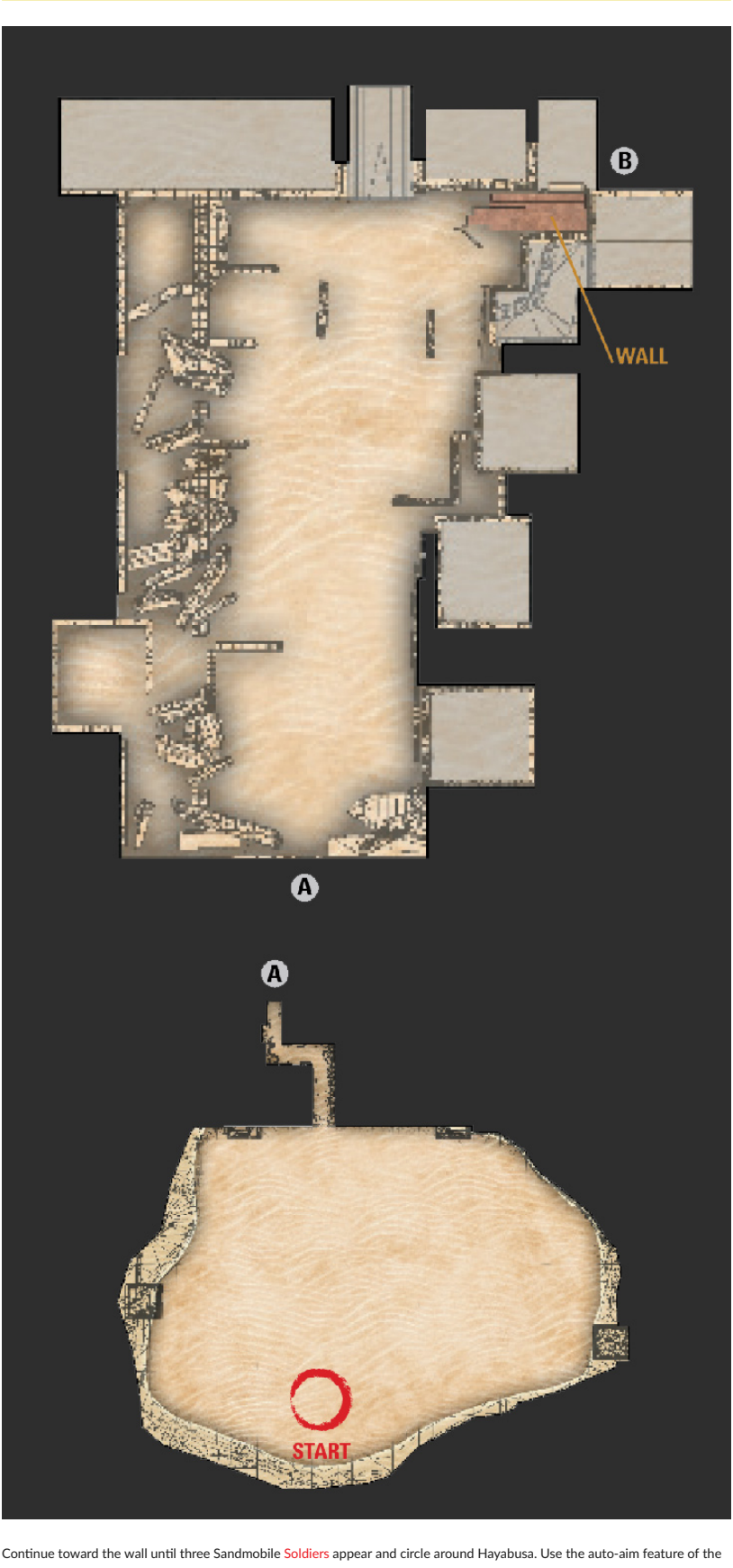
Class: Weak
Izuna Drop: No
Arrows: Yes
Range: Long
Power: 3
Priority: 5
Abilities/Weapons: Sandmobile Soldier Charge, Rocket Launcher

Strategy: Sandmobile Soldiers don't show up very often, but when they do, take them out as quickly as possible. They always show up in groups of at least two or three. Use stationary arrows to easily lock on and shoot them down.

Shoot only a few arrows at a time, then slide to make sure Hayabusa doesn't get hit from behind by one of the other Sandmobile Soldiers.

Sliding also avoids the missile attacks that the Sandmobile Soldiers use in addition to trying to run Hayabusa over with the Sandmobile Soldier Charge.

You cannot use Obliteration Techniques on Sandmobile Soldiers, and it's usually a waste to attempt an Ultimate Technique because it often fails as well. Stick to arrow attacks from a distance to keep Hayabusa safe and take out the Sandmobile Soldiers with ease.

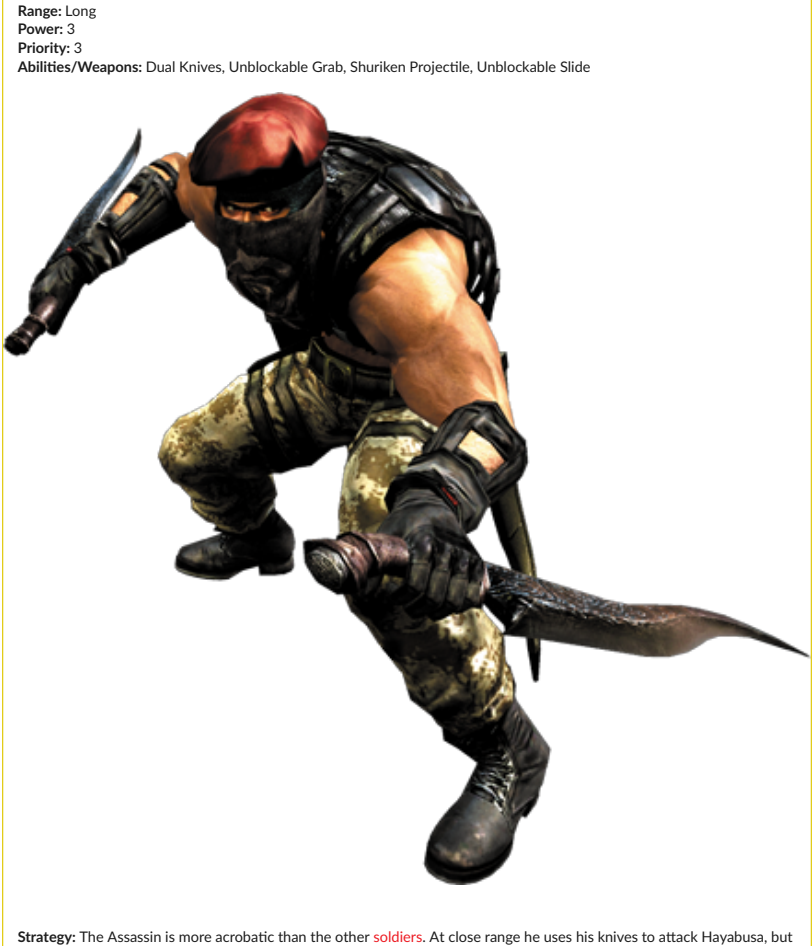


Continue toward the wall until three Sandmobile Soldiers appear and circle around Hayabusa. Use the auto-aim feature of the bow to easily lock on to each Sandmobile Soldier.

Fire only one or two shots at a time. While you're locked on to an enemy, it is difficult to see if the other Sandmobile Soldiers are attacking. After one or two shots, slide several times until you see at least one rocket fired, then lock on to another Sandmobile Soldier and repeat the process until all three are destroyed.

FIRST APPEARANCE:
Assassin

Class: Weak
Izuna Drop: Yes
Arrows: Yes
Range: Long
Power: 3
Priority: 3
Abilities/Weapons: Dual Knives, Unblockable Grab, Shuriken Projectile, Unblockable Slide



Strategy: The Assassin is more acrobatic than the other soldiers. At close range he uses his knives to attack Hayabusa, but will also use an Unblockable Grab that has more range than most other grabs. He can also slide just like Hayabusa, which cannot be blocked. At a distance, the Assassin throws shuriken, which can stop Hayabusa in his tracks.

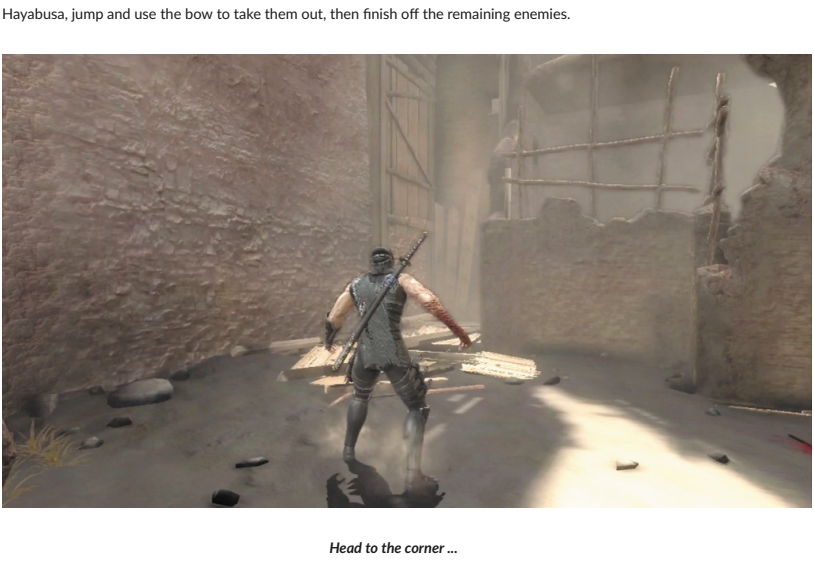
Each shuriken inflicts a small amount of damage, but if a group of Assassins attack, the damage from several shuriken can add up quickly. In crowded battles, go for the Assassins before most other enemies to make your life a little easier.

If an Assassin is close by, do not remain stationary very long. They look for any opportunity to use their Unblockable Grab.

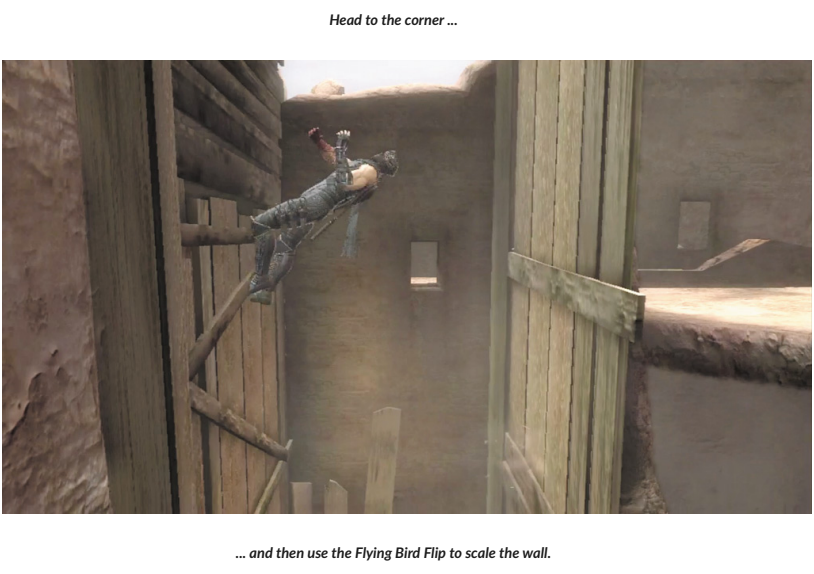
Another cinematic begins and Hayabusa receives Hayate's sword from Ayane. After the cinematic, head through the rubble and into the village. When you reach an open alley with a door at the end, continue forward until a Assassin pops out of the sand below. Hold Block (LT or L1) and press Up on the Left Analog Stick when prompted to avoid the attack.

Several Assassins, Terrorists and Terrorists (Rocket Launcher) attack. If the Assassins get close to Hayabusa, they can use a grab attack that cannot be blocked. They can also use a slide attack similar to Hayabusa's, so be cautious as they close in on you. In addition, the Terrorists use a steady stream of machine gun fire. Focus on one enemy at a time, targeting whichever enemy is closest. The Assassins can block Ryu's Quick Attacks, but if this happens, move on to the closest Terrorist instead.

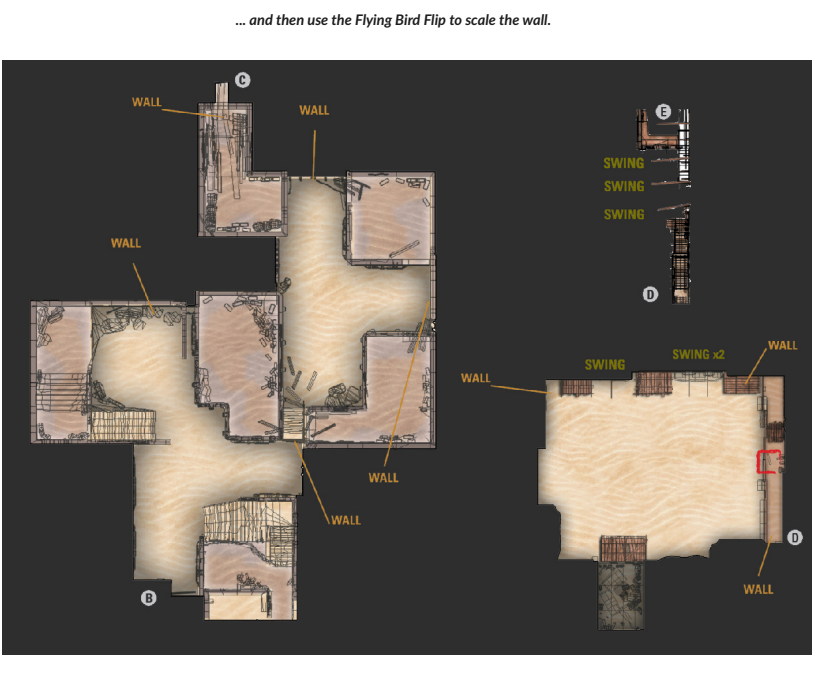
If the Terrorists are shooting their machine guns toward the end of an Izuna Drop or Obliteration Technique, hold block to defend against this before moving on to the next enemy. Use Hayabusa's Ultimate Technique and Ninpo as often as possible throughout the battle to clear out as many enemies as possible. When a few Terrorists (Rocket Launcher) appear above Hayabusa, jump and use the bow to take them out, then finish off the remaining enemies.



Head to the corner ...



... and then use the Flying Bird Flip to scale the wall.



TIP

You can skip the next few battles by ignoring the enemies and heading upstairs, then using the Wall Run to cross the gap. Ignore the next batch of enemies and continue along the designated route until you fall to the section below.

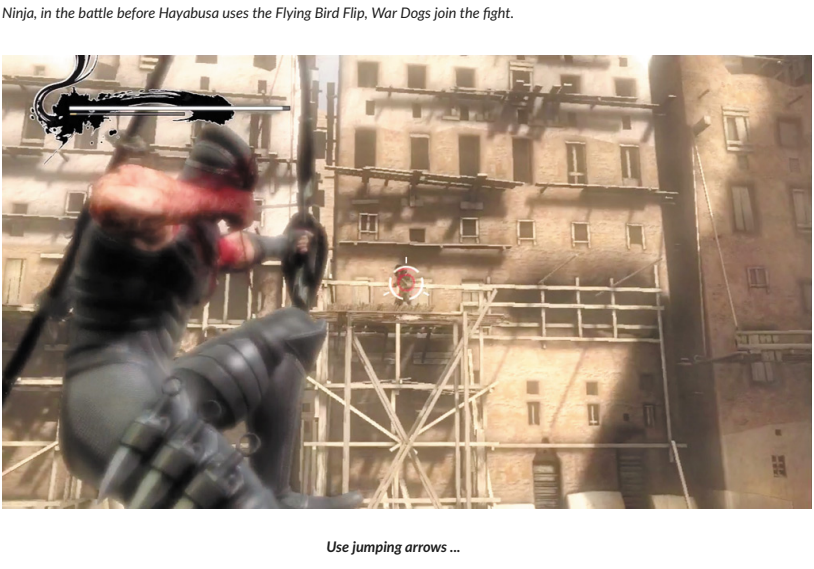
Ignore the enemies once again and head to the corner to use the Flying Bird Flip and continue on your way.

Move to the corner of the street and use the Flying Bird Flip to quickly scale the wall. Save at the falcon ahead and continue down the stairs to engage another batch of Terrorists, Assassins, and Terrorists (Rocket Launcher).

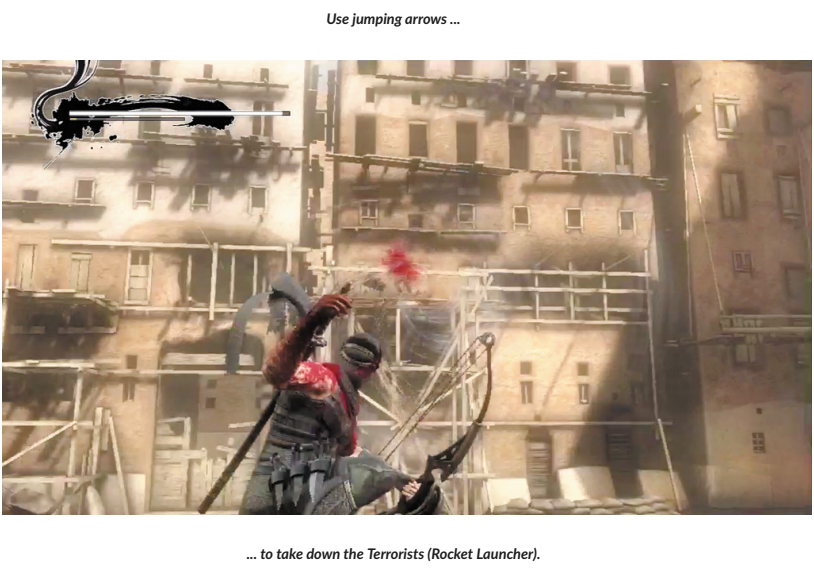
Ignore the Terrorists (Rocket Launcher) at first and focus on the Assassins and Terrorists. Use the same strategy as the in previous battle to defeat all the enemies here.

Head up the stairs and use the Wall Run to cross the small gap. Go right and take out the two Terrorists and two Terrorists (Rocket Launcher) across the way. Use the Wall Run again to cross the gap, then jump onto the wooden bridge to drop down into the area below.

A bevy of Terrorists and Assassins attack. Take them out and head to the corner to use the Flying Bird Flip again. *On Master Ninja, in the battle before Hayabusa uses the Flying Bird Flip, War Dogs join the fight.*



Use jumping arrows ...



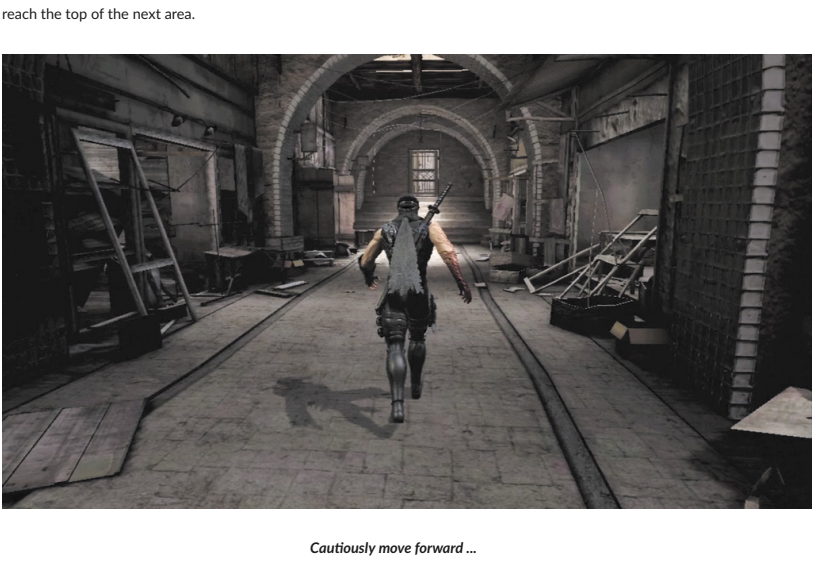
... to take down the Terrorists (Rocket Launcher).

Use the Wall Run to cross the two gaps, then Kunai Climb to the top of the next area. Press Strong Attack (Y or △) to take out the enemy at the top and use Hayabusa's stealth ability and cut down the next enemy with a Strong Attack. Follow the on-screen prompts to jump down to the ground and take out another Terrorist.

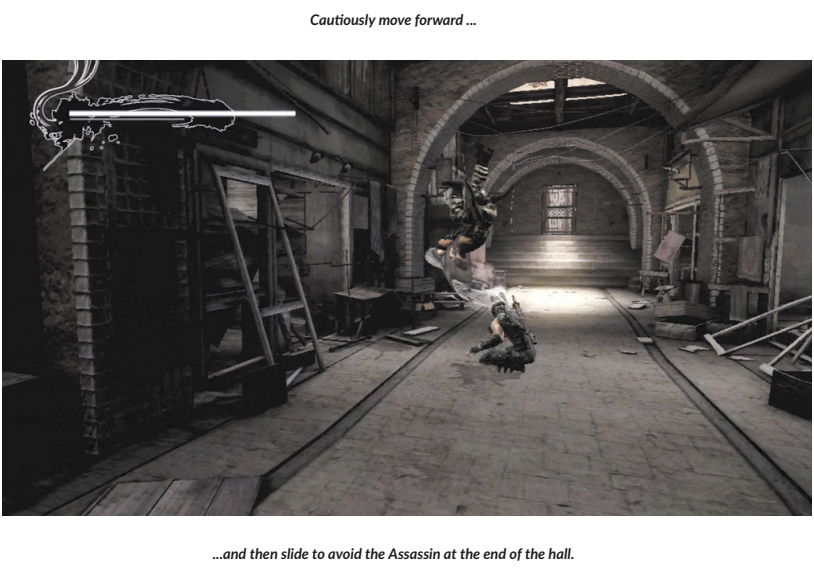
In this area, several Terrorists attack on the ground, while a few Terrorists (Rocket Launcher) attack from above. Use jumping arrow attacks to dispatch the Terrorists (Rocket Launcher), then take out the Terrorists. When all of the Terrorist and Terrorists (Rocket Launcher) are defeated, Sandmobile Soldiers appear.

Take them out using the same strategy as before, then use jumping arrows to kill the Terrorists (Rocket Launcher) that appear soon after. A few more Assassins appear after the Sandmobile Soldiers are down. *On Master Ninja, instead of the Assassins, a pack of War Dogs appear after the Sandmobile Soldiers.*

Defeat all the enemies and then head to the corner to scale the wall with the Flying Bird Flip. Jump from pole to pole, then use the Kunai Climb to reach the top of the area. Head to the right and access the save falcon, then use the Flying Bird Flip to reach the top of the next area.



Cautiously move forward ...



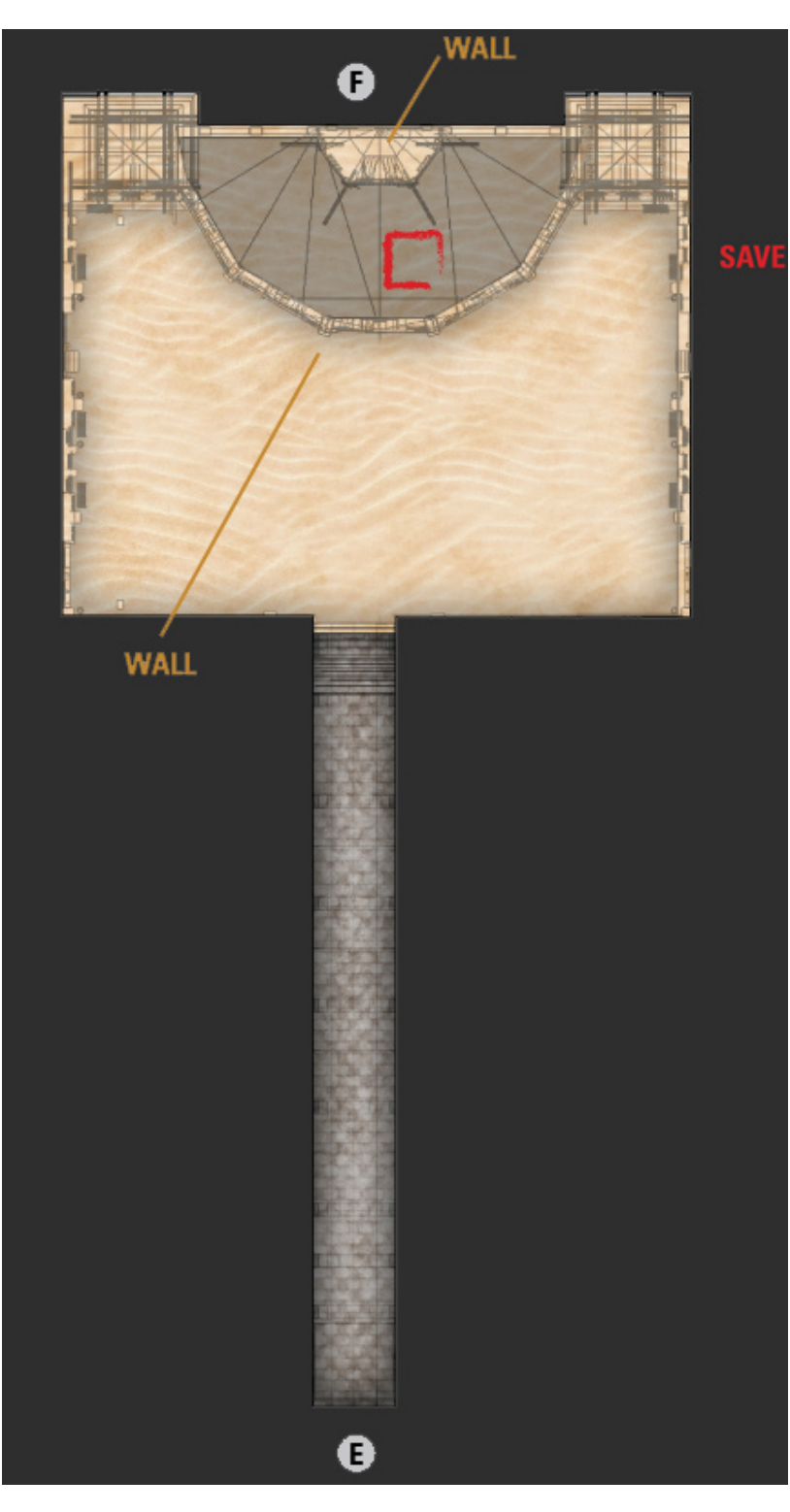
...and then slide to avoid the Assassin at the end of the hall.

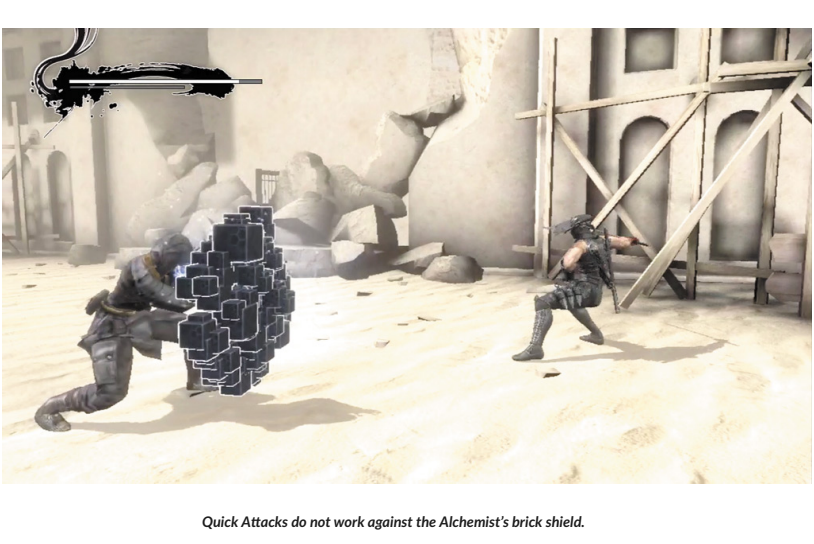
Jump from pole to pole until Hayabusa drops into the lower area. Take out the Terrorists and Assassins that attack, and use a jumping arrow to make quick work of the Terrorists (Rocket Launcher).

Continue down the hall and take out the Assassins and Terrorists that appear. Cautiously move forward and be ready to use a slide to avoid the second Assassin that appears near the end of the hall.

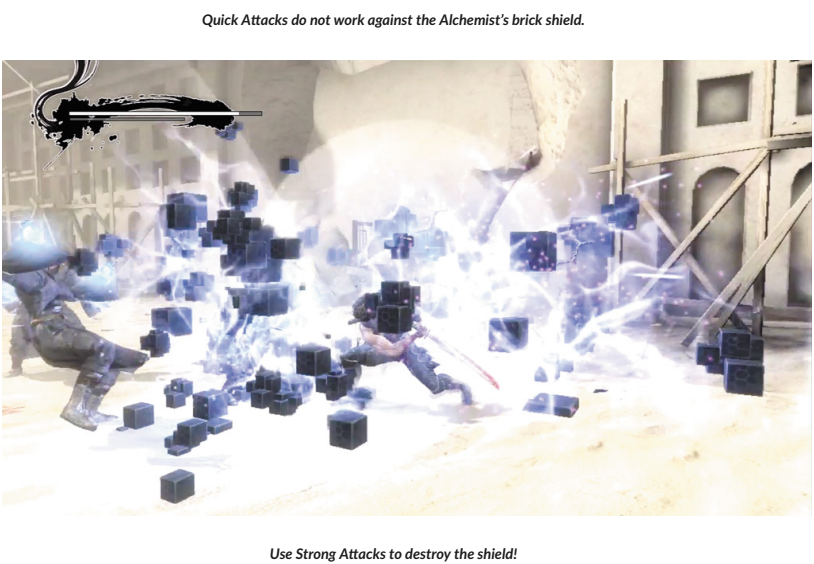
TIP

When the first Assassin appears, use a Quick Attack combo, or the Izuna Drop to move him toward the end of the hall. This causes the last Assassin to miss his surprise attack while Hayabusa is in the middle of killing the other Assassin.





Quick Attacks do not work against the Alchemist's brick shield.



Use Strong Attacks to destroy the shield!

FIRST APPEARANCE:
Alchemist

Class: Weak
Izuna Drop: No
Arrows: No
Range: Long
Power: 4
Priority: 5
Abilities/Weapons: Unblockable Grab, Magic Brick Shield, Magic Boulder Drop, Ground Slam, Guard Damage, Magic Projectile, Brick Projectile

Strategy: Alchemists are some of the most difficult enemies to face in *Ninja Gaiden 3*. They are extremely agile and difficult to catch—so much so that it is not possible to use an Izuna Drop until they are close to death (which is indicated by a blood-stained robe). In addition, they have the power to create Magic Brick Shields that deflect arrows, shuriken, and Quick Attacks.

They can also use an Unblockable Grab that drains Hayabusa's Health and Ki Gauges. If you leave Alchemists alone, they charge up a Brick Shield and drop boulders on Hayabusa from above (Magic Boulder Drop), shoot an extremely damaging Magic Projectile, shoot a slow Brick Projectile that locks on to Hayabusa, or teleport above Hayabusa and use a Ground Slam attack.

As if that weren't enough, even when Hayabusa blocks their attacks he still suffers a small amount of damage.

The best way to fight these pesky enemies when they are first encountered is to use a single Strong Attack to break their Magic Brick Shield, then attack with a Quick Attack (X or □), Quick Attack (X or □), Strong Attack (Y or △) combo (or a series of Strong Attacks if you face them in Ninja Trial mode).

Later in the game, when Hayabusa is able to use a Strong Attack combo (Y Y Y or △ △ △), use a continuous barrage of Strong Attack combos to take Alchemists down. If the Brick Projectiles track you down, quickly find any Alchemists with glowing black hands and hit them with a Strong Attack. This stops the Brick Projectiles for a short time.

When fighting a group, try to focus on the same Alchemist until he's dead. If another Alchemist is close by, slide away until you can isolate the Alchemist and begin attacking again. In most cases, you can slide to the opposite end of the area and wait for one Alchemist to follow.

When he reaches Hayabusa, he'll attempt an attack. Slide to avoid the attack, then counter with a series of combos until he dodges an attack, or another Alchemist closes in.

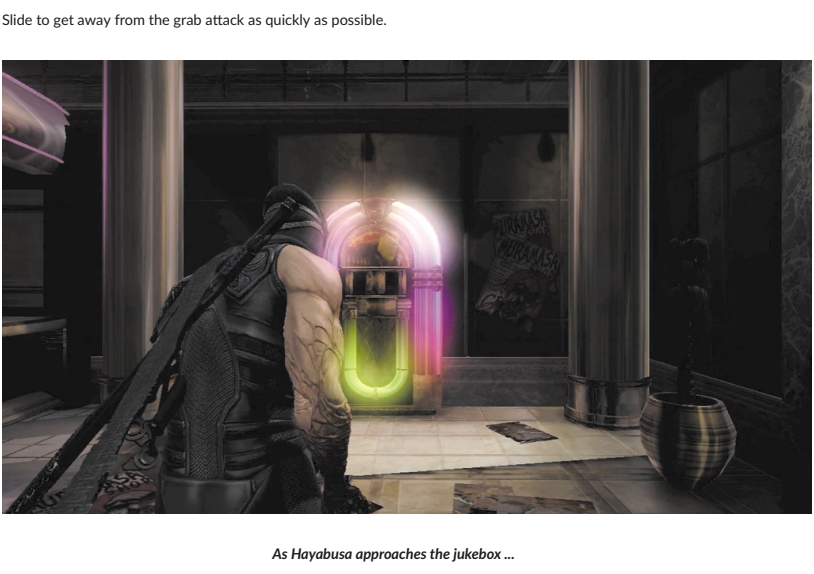
If you attack an Alchemist when other Alchemists are around, there's a high probability the other Alchemists will either interrupt Hayabusa's attack, or that Hayabusa will automatically target one of the other Alchemists instead of the one you're trying to focus on to finish him.

Head through the door at the end of the hall and use an arrow to initiate a battle against three Alchemists. As soon as the first Alchemist lands, slide to evade his projectile attack.

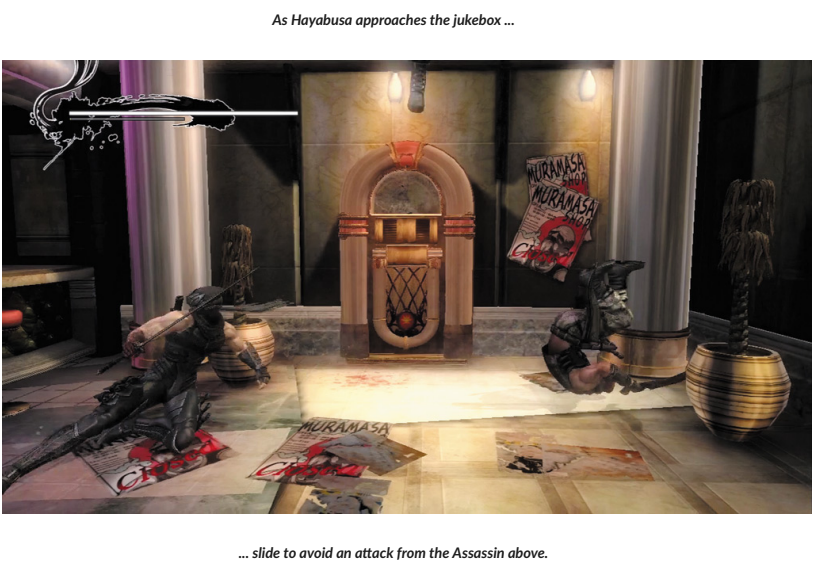
To defeat the Alchemists, focus on one Alchemist at a time and use a single Strong Attack to remove their Brick Shield. Once the shield is gone, use Hayabusa's Quick Attack (X or □), Quick Attack (X or □), Strong Attack (Y or △) combo.

You cannot use the Izuna Drop or any combo that launches an Alchemist into the air. If you see an Alchemist's hands glow red, this indicates that a grab attack is coming. It goes through all of Hayabusa's attacks, and cannot be blocked.

Slide to get away from the grab attack as quickly as possible.



As Hayabusa approaches the jukebox ...



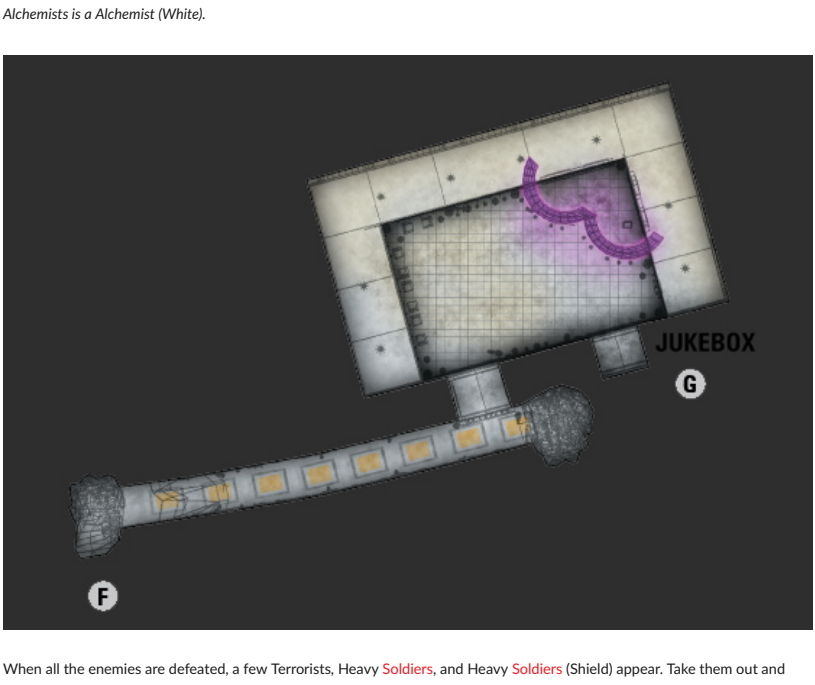
... slide to avoid an attack from the Assassin above.

Defeat all three Alchemists, then use the Kunai Climb to scale the wall. Save your progress at the falcon, then Kunai Climb up the next wall. When the helicopter appears, press Jump (A or X) when prompted, then Kunai Climb up the wall.

Head down the hallway and move toward the jukebox in the corner.

As soon as you get near it, an Assassin attacks from above. Slide to evade the attack, then take down the Assassins, Terrorists, and Terrorists (Rocket Launcher) that attack.

On Master Ninja, there are five Alchemists, two more appear after the first three are down. In addition, one of the first three Alchemists is a Alchemist (White).

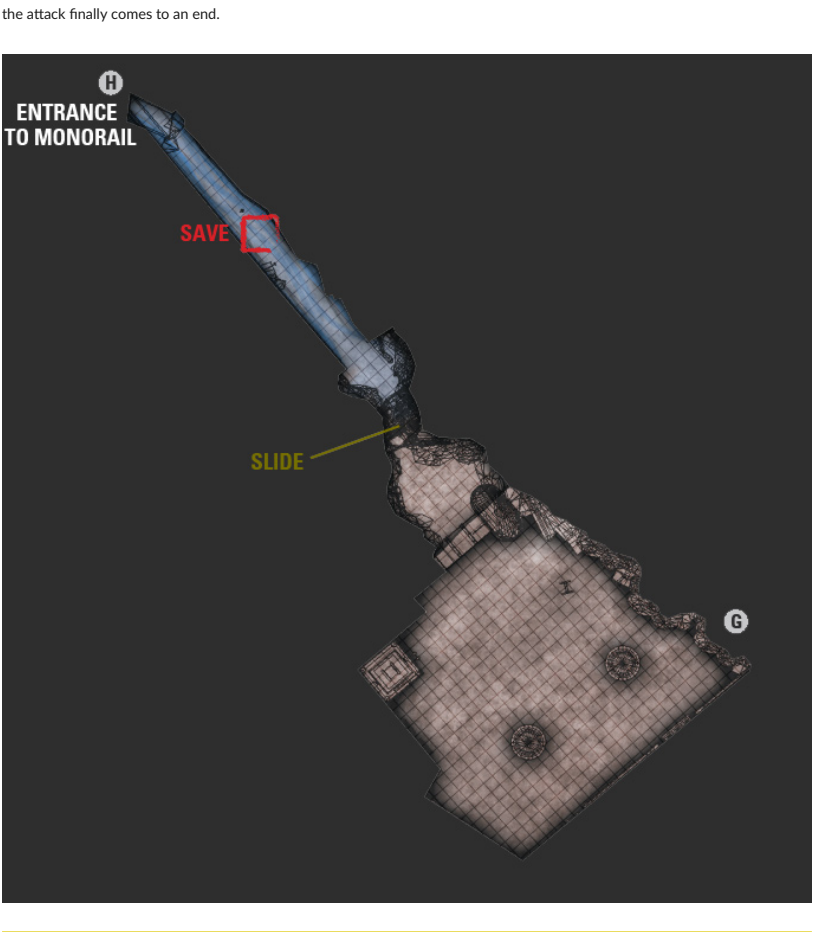


When all the enemies are defeated, a few Terrorists, Heavy Soldiers, and Heavy Soldiers (Shield) appear. Take them out and head through the opening and up the stairs.

Take out the Rocket Launcher and use the Wall Run to cross the gap and down the stairs to trigger another cinematic followed by an attack from the helicopter.

Jump in the air and shoot a single arrow, then land and evade the machine gun and rockets from the helicopter. Repeat this process until the helicopter moves high into the air. Do not attempt to shoot more than one arrow at a time or Hayabusa will take damage.

Head down the hallway and slide under the fallen column to engage the helicopter again. Use the same strategy, but be careful not to let your guard down. Depending on how fast the helicopter is destroyed, it may drop out of view multiple times before the attack finally comes to an end.



FIRST APPEARANCE:
Heavy Soldier (Jetpack)

Class: Weak
Izuna Drop: No
Arrows: Yes
Range: Long
Power: 3
Priority: 4
Abilities/Weapons: Unblockable Flamethrower (air and ground), Machine Gun

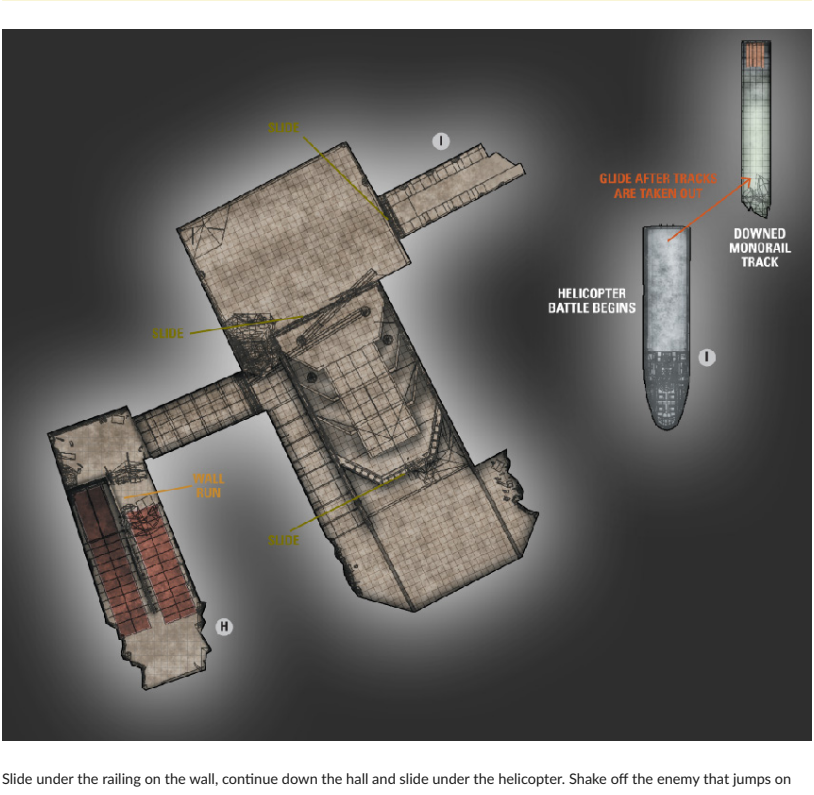
Strategy: Heavy Soldiers (Jetpack) are Heavy Soldiers with a jetpack on their backs. They always attack in groups and from an aerial vantage point. When you see them, jump in the air and use arrows to quickly lock on and take down the Heavy Soldiers (Jetpack).

From a distance, they use a basic machine gun that isn't much to worry about. However, if they get close they can be deadly. While in the air, the vertical flames from their jetpacks act like a flamethrower that cannot be blocked.

On the ground, the jetpack turns horizontally and the flames continue to act like a flamethrower. It's best to take Heavy Soldiers (Jetpack) out as soon as they appear, and not let them land or get anywhere near Hayabusa.

When engaging Heavy Soldiers (Jetpack) on top of a skyscraper or elsewhere high above the ground, try to hit them before they hover over stable ground. If Hayabusa destroys the Heavy Soldiers (Jetpack) in this situation, they fall to their doom.

However, if they get over the rooftop or whatever surface Hayabusa is standing on, they'll land and become Heavy Soldiers.



Slide under the railing on the wall, continue down the hall and slide under the helicopter. Shake off the enemy that jumps on Hayabusa, then save your progress at the falcon and move into the train car to initiate a cinematic. Walk forward to engage several Heavy Soldiers (Jetpack) and a helicopter.

When both enemy types are attacking, use jumping arrow attacks to take them out. If only the Heavy Soldiers (Jetpack) are visible, use standing arrow attacks.

Continually press Aim to get a new lock on the Heavy Soldiers (Jetpack) and target any new Heavy Soldiers (Jetpack) that appear. It takes three arrows to defeat each Heavy Soldier (Jetpack).

When the helicopter is within sight, be careful not to jump when it fires missiles.

Continue down the hallway and take out the large number of Assassins and Terrorists, as well as a few Terrorists (Rocket Launcher). Use Ninpo and Ultimate Techniques freely here. Take out most of the enemies and Ryu's arm begins to hurt again. Kill the few remaining enemies, then continue down the hallway and into the elevator. When the helicopter attacks, Hold Block (LT or L1) and Center Camera (RB or R1) and rapidly tap Shuriken (B or ○) to open the elevator as quickly as possible.

TIP

You can skip the battle against the Heavy Soldiers (Jetpack) by moving past them with a Wall Run, then a Flying Bird Flip.

Save your progress at the falcon ahead, then Wall Run to cross the gap and go around the corner to spawn several Heavy Soldiers (Jetpack). Be careful not to fall here.

If you fall, Hayabusa dies. Back away from the edge and take out each Heavy Soldier (Jetpack) with three standing arrows, then Wall Run to cross the next two gaps.

Head to the end of the section and use the Flying Bird Flip to scale the wall. Kunai Climb to reach the top of the concrete wall ahead. As you near the top, a helicopter attacks from behind.

Use jumping arrows in rapid succession (don't stay on the ground very long) to take out the helicopter, then use the Kunai Climb again to reach the top and trigger another cinematic.

BOSS BATTLE:
IDE-1011 Manta Helicopter

Close Range Abilities: Turret Gun

Long Range Abilities: Missiles

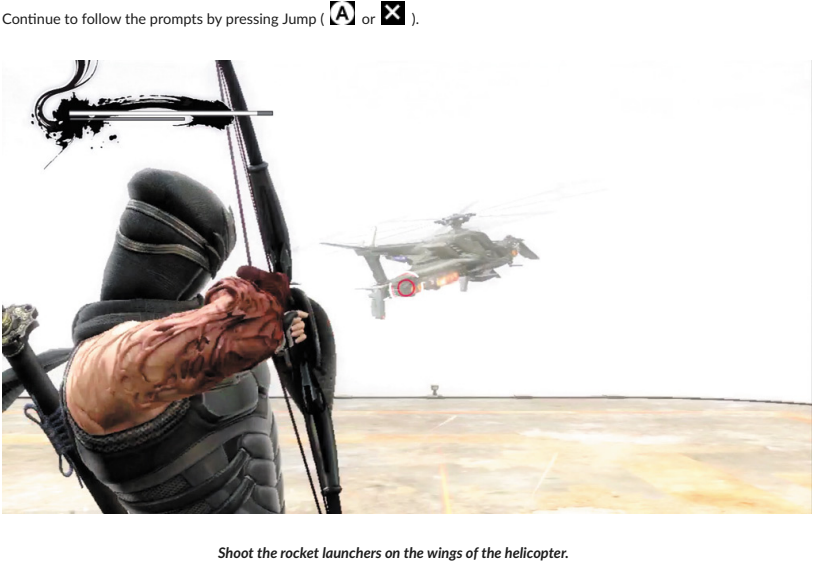
Strategy: Quickly slide to the left or right to dodge the helicopter as it dives toward Hayabusa. Use standing arrows to take out the rocket launchers on the wings of the helicopter. Shoot as many arrows as you can before a barrage of missiles flies toward Hayabusa.

Stay away from the middle of the platform and slide to avoid the helicopter when it dives at Ryu. Do not shoot the cockpit because it cannot be damaged by arrows.

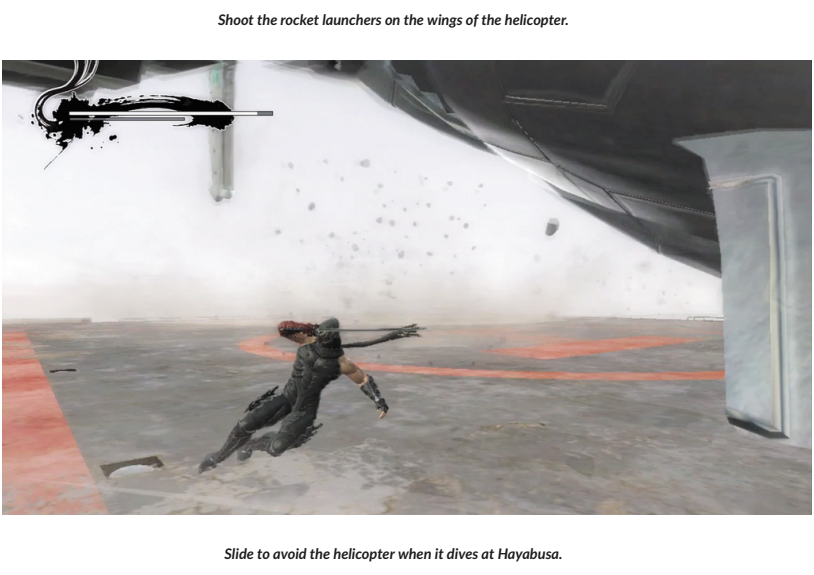
Take out the first helicopter, then press Jump (A or X) when prompted to dive off the roof. Follow the on-screen prompts and press Strong Attack (Y or △), then rapidly tap Strong Attack (Y or △).

Slide toward the turret and stay away from the guns. When it turns toward Hayabusa, slide to the other side. Repeat this process until the front of the turret glows yellow. Use Strong Attacks, then press Quick Attack (X or □) when prompted to destroy it.

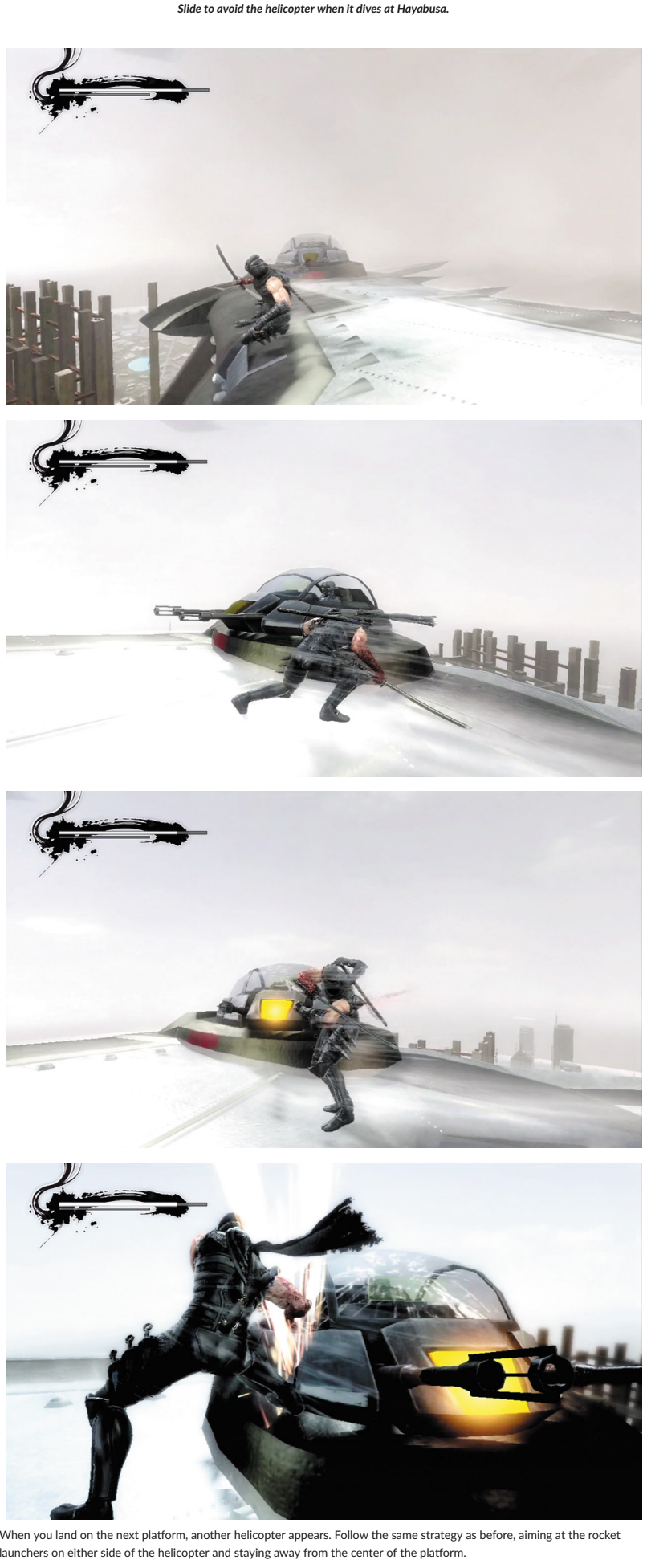
Continue to follow the prompts by pressing Jump (A or X).



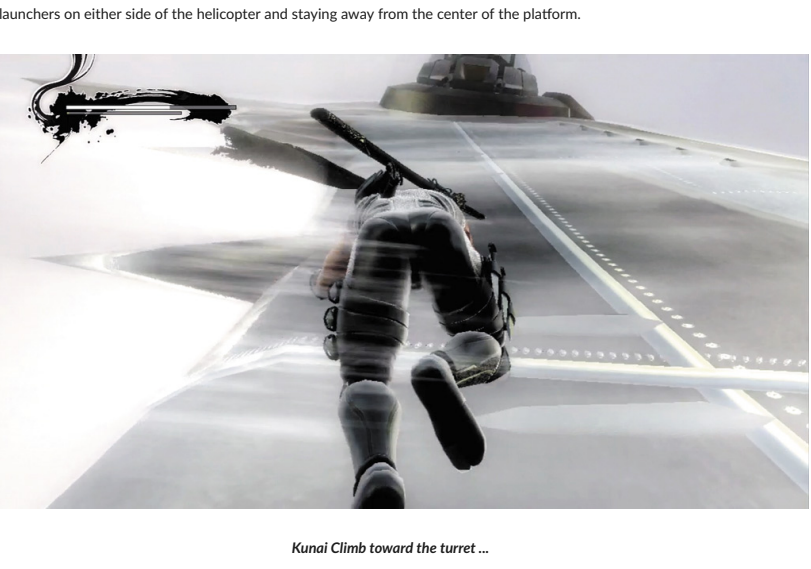
Shoot the rocket launchers on the wings of the helicopter.



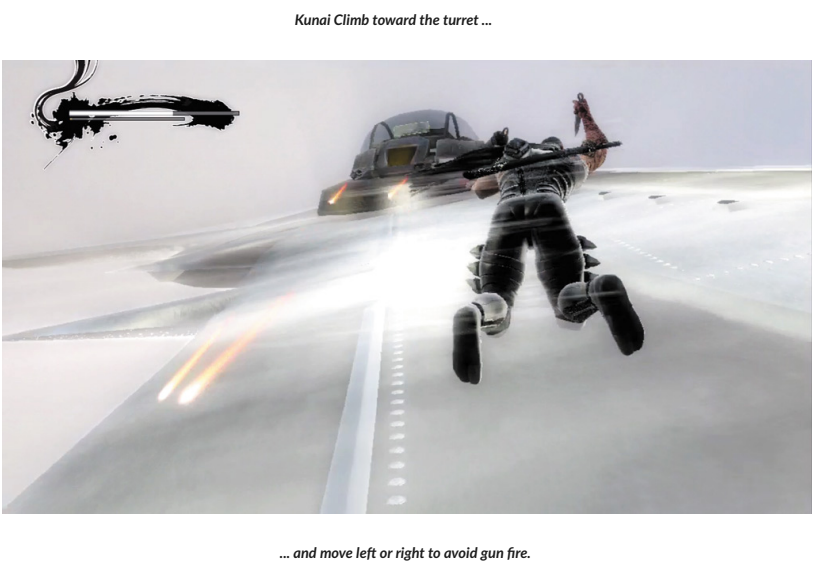
Slide to avoid the helicopter when it dives at Hayabusa.



When you land on the next platform, another helicopter appears. Follow the same strategy as before, aiming at the rocket launchers on either side of the helicopter and staying away from the center of the platform.



Kunai Climb toward the turret ...



... and move left or right to avoid gun fire.

Destroy the helicopter and press Jump (A or X) when prompted. In the air, press Left or Right on the Left Analog Stick and hold Block (LT or L1) when prompted, then press Strong Attack (Y or △) and rapidly tap Strong Attack (Y or △).

Repeat the strategy to take out the next turret, then use the Kunai Climb when the wing shifts vertically. Use the Left Analog Stick to avoid the turret fire, but be careful not to fall or Hayabusa dies.

When the wing returns to the normal alignment, ignore the Heavy Soldiers (Jetpack) and focus on destroying the turret. Follow the prompts to jump to the next platform, then take out the Heavy Soldiers (Jetpack) with jumping arrow shots.

Once all of the Heavy Soldiers (Jetpack) are dispatched, take out the rocket launchers on the helicopter above. Follow the prompts to jump down to the next helicopter to complete the boss battle.

NORMAL DIFFICULTY

All of the turrets go down fairly quickly on Normal difficulty, and the Heavy Soldiers (Jetpack) toward the end can be ignored for the most part. It doesn't take many arrows to destroy the last helicopter, and even if the Heavy Soldiers (Jetpack) attack Hayabusa, the damage inflicted is minimal.

MASTER NINJA AND ULTIMATE NINJA DIFFICULTY

The main thing to avoid on Master Ninja and Ultimate Ninja levels are the missiles from the helicopters and any attacks from the Heavy Soldiers (Jetpack) near the end.

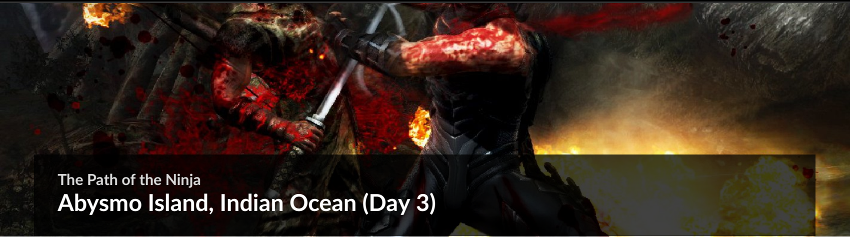
The missiles are fairly easy to avoid as long as you don't shoot too many arrows before the missiles are fired at you. However, the Heavy Soldiers (Jetpack) near the end are another story.

During this portion of the battle, you must evade missiles from the last helicopter while fending off the Heavy Soldiers (Jetpack).

It's important to prevent the Heavy Soldiers (Jetpack) from landing because their flamethrower attack inflicts quite a bit of damage.

Slide and shoot arrows as rapidly as possible to take down the Heavy Soldiers (Jetpack), but shoot only one or two arrows between slides, and make sure that you're sliding perpendicular to the helicopter to avoid the missiles.

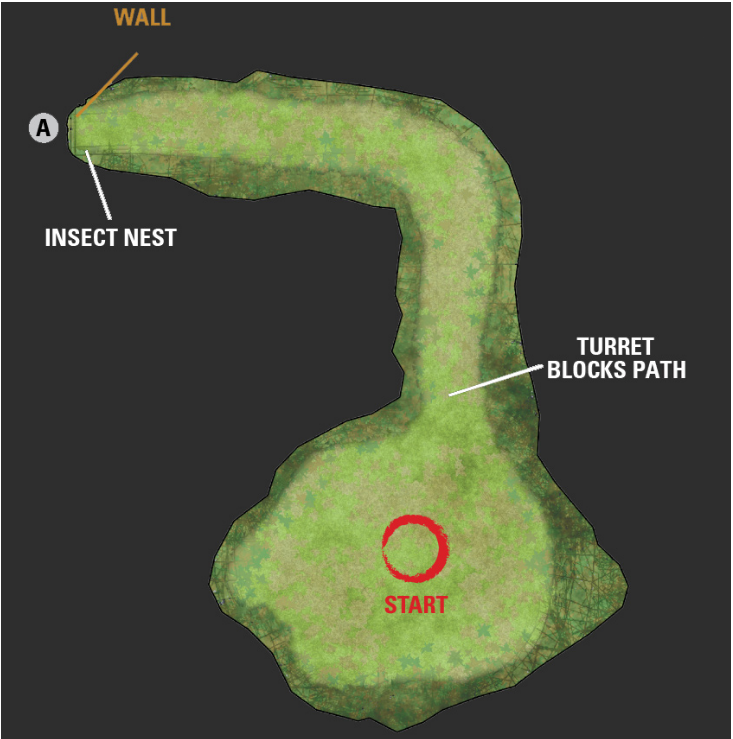
If you slide parallel with the helicopter, Hayabusa slides right into the path of the missiles, making them even more difficult to avoid.



The Path of the Ninja

Abysmo Island, Indian Ocean (Day 3)

DAILY DETAILS	
New Enemies	Light Shell Bug, Machine Gun Stand, War Dog, Ghost Soldier, Spider Talon Ninja, Spider Ninja, Spider Archer
Bosses	Gigantosaurus



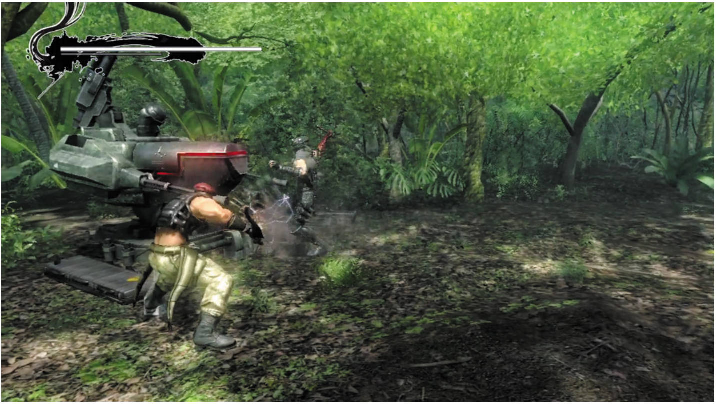
FIRST APPEARANCE:
Machine Gun Stand

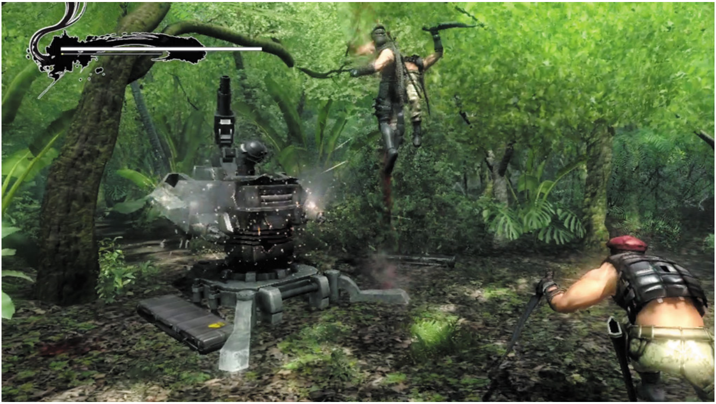
Class: Strong
Izuna Drop: No
Arrows: No
Range: Long
Power: 3
Priority: 4
Abilities/Weapons: Machine Gun, Rocket Launcher

Strategy: The Machine Gun Stand is a stationary artillery unit that fires missiles and has a machine gun. Because it fires missiles, it has a relatively high priority and should generally be taken out before most other enemies.

It is not possible to use an Izuna Drop on the Machine Gun Stand directly, but if Hayabusa is fighting an enemy near a Machine Gun Stand, the last attack of the Izuna Drop inflicts damage to nearby enemies, including the Machine Gun Stand.

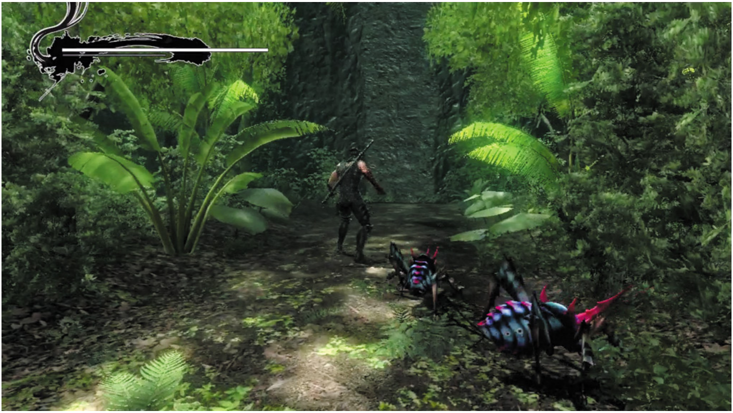
Day 3 opens with a short TBP. When prompted, hold Block (LT or R3) and press Left or Right on the Left Analog Stick, then press Strong Attack (Y or △), then rapidly tap Strong Attack (Y or △) to take out the first Machine Gun Stand.



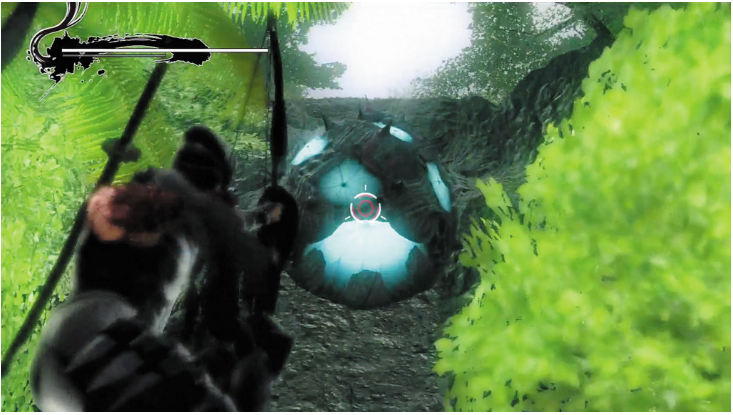


After the TBP, Hayabusa is attacked by a gaggle of Terrorists and Assassins, along with a second Machine Gun Stand. Ignore the turret and take out the Terrorists and Assassins.

If you happen to find yourself near the Machine Gun Stand, use the impact from an Izuna Drop to damage the Machine Gun Stand. If this happens, finish the Machine Gun Stand off before moving on to the other enemies.



When you can see the end of the path ...



... jump and use the bow to take out the nest spawning the Light Shell Bugs.

FIRST APPEARANCE:
Light Shell Bug

Class: Weak
Izuna Drop: No
Arrows: Yes
Reach: Short
Power: 1
Priority: 2

Abilities/Weapons: Unblockable Grab, Lunge Attack

Strategy: The Light Shell Bug is small and always attacks in groups. It is the only enemy that Hayabusa can kill with his slide.

The best way to take out a Light Shell Bug is to either slide into it twice, or slide once to knock it into the air, then cut it down with a Quick Attack combo.

Remember that Light Shell Bugs also spawn from a nest. Ignore the Light Shell Bugs if you can, find the nest and destroy it, and then take care of any remaining Light Shell Bugs.

Head past the fallen Machine Gun Stand and take out the Light Shell Bugs with a series of Quick Attacks. Do not let the Light Shell Bugs stay in close proximity for very long.

If they are close to Ryu for more than approximately 3 seconds, they use a Lunge Attack and Unblockable Grab that can be difficult to deal with in mass numbers.

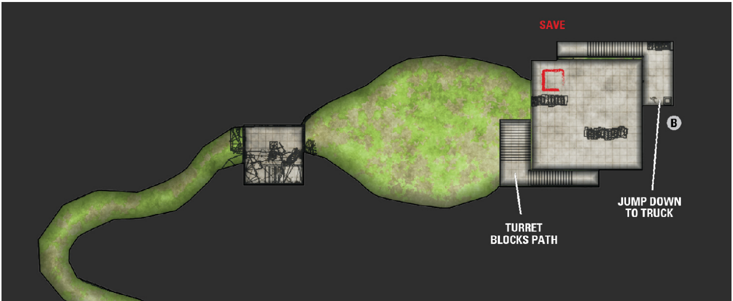
If you cannot defeat all of the Light Shell Bugs close to Hayabusa within a few seconds, slide backward to regroup, then attack again.

You can also slide into the Light Shell Bugs to knock them into the air, then cut them down with a single Quick Attack, or use two slides to defeat each Light Shell Bug.

When you can see the end of the path, jump and use the Bow to take down the nest above, where the Light Shell Bugs spawn.

TIP

Slide through the Light Shell Bugs until you see their nest at the end. Use a jumping arrow to take out the nest, then kill the remaining Light Shell Bugs.



FIRST APPEARANCE:
War Dog

Class:

Weak

Izuna Drop:

No

Arrows:

Yes

Range:

Short

Power:

2

Priority:

1

Abilities/Weapons: Lunge Attack, Unblockable Neck Bite

Strategy: War Dogs attack in packs and can be deadly if not taken care of quickly. While Hayabusa cannot use an Izuna Drop, he can knock the War Dogs into the air.

This allows him to do all of the attacks included in the Izuna Drop combo, except for the final Izuna Drop attack. Completing all but the last attack is enough to kill a War Dog. Use this combo to take them down quickly, but if Hayabusa gets hit, slide away and regroup.

Most of the War Dog's attacks stun Ryu for a short time. When fighting a pack of War Dogs, the short stun Hayabusa suffers is enough to allow every War Dog within attack range to hit him, and the damage adds up quickly.

When Hayabusa is hit with the Unblockable Neck Bite, escape the War Dog's grasp to kill it instantly.

Defeat the Light Shell Bugs, then Kunai Climb up the wall and press Strong Attack (Ⓨ or ▲) to take out the enemy at the top. Continue down the path until you can see a structure. From this point forward, move cautiously.

Several War Dogs launch a surprise attack on Hayabusa as you approach the structure. Use Quick Attacks to take down the War Dogs, but try to hit several War Dogs with each attack.

The War Dogs attack very quickly, so if you cannot attack all the War Dogs in the immediate area at once, slide away to regroup and avoid attacks from the other War Dogs.

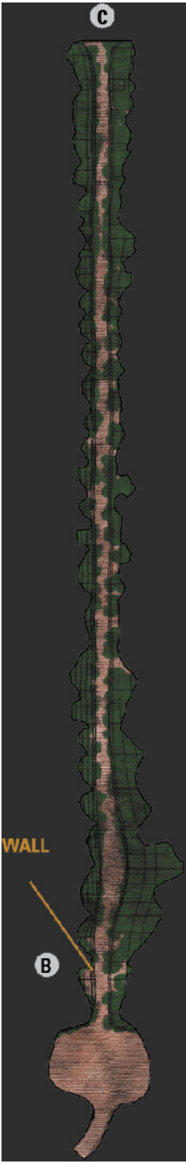
Head toward the structure and take out the small number of Terrorists that attack. Continue through the door, then slide left or right to avoid the barrage of missiles fired from the Machine Gun Stand ahead. Ignore the enemies and fire a jumping arrow to take down the Machine Gun Stand.

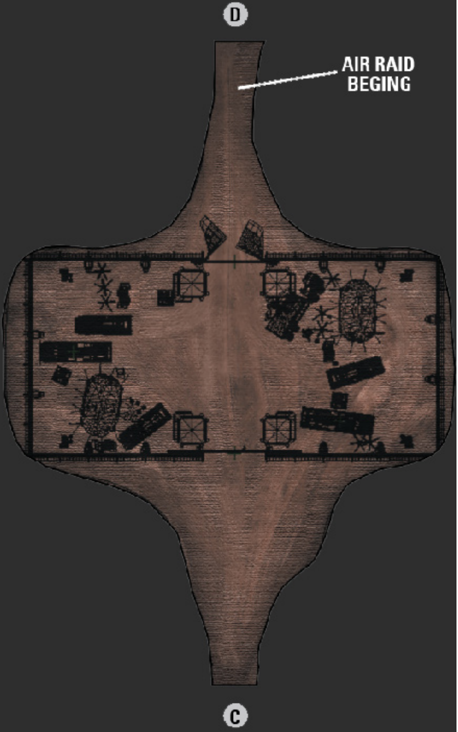
On Master Ninja, there's a second Machine Gun Stand to the left of the stairs. Slide over and take it out quickly with several Quick Attack combos.

If the enemies give you a hard time, Izuna Drop one of them near the Machine Gun Stand to kill two birds with one stone. After the battle ends, you must completely destroy both Machine Gun Stands to move on.

TIP

When you see the structure ahead, quickly go through the door to avoid the attack from the Terrorists on patrol.





A bevy of Terrorists, Assassins, and War Dogs attack from all directions. Focus on the Assassins primarily, but take out any War Dogs that come close to Hayabusa.

Do not use the traditional strategy of transitioning from one Izuna Drop into another if an Assassin is close to Hayabusa. Instead, slide toward the Assassin immediately following the Izuna Drop, then initiate another Izuna Drop on the Assassin.

In this situation, you can also use the Izuna Drop combo on the War Dogs to make them easier to fight in the large group. The last part of the Izuna Drop (the second Strong Attack) does not work on the War Dogs, so use a Quick Attack in its place.

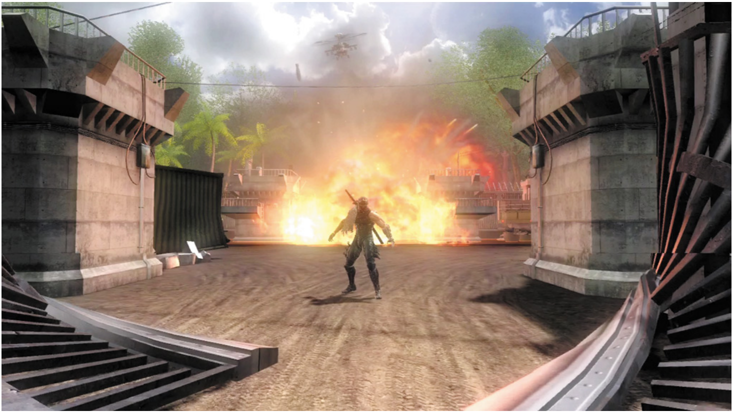
As soon as Ninpo or an Ultimate Technique is available, use it to clear the area. Use the Obliteration Technique to build up Hayabusa's Ki Gauge as much as possible, and you should be able to use up to three Ninpo during this ambush.

Take out all the enemies, then finish off the Machine Gun Stand at the top of the stairs and continue past it. Kill the small number of Assassins and Terrorists (Rocket Launcher) that attack—focus on the Terrorists (Rocket Launcher) first—then save your progress at the falcon in the middle of the area and head through the gate.

Slowly walk downstairs. When you reach the bottom, an enemy attacks. Move the Left Analog Stick Left and Right while pressing Quick Attack (Ⓧ or ■) to shake off the enemy and take him down, then jump onto the truck below and use the Kunai Climb to latch onto the back.

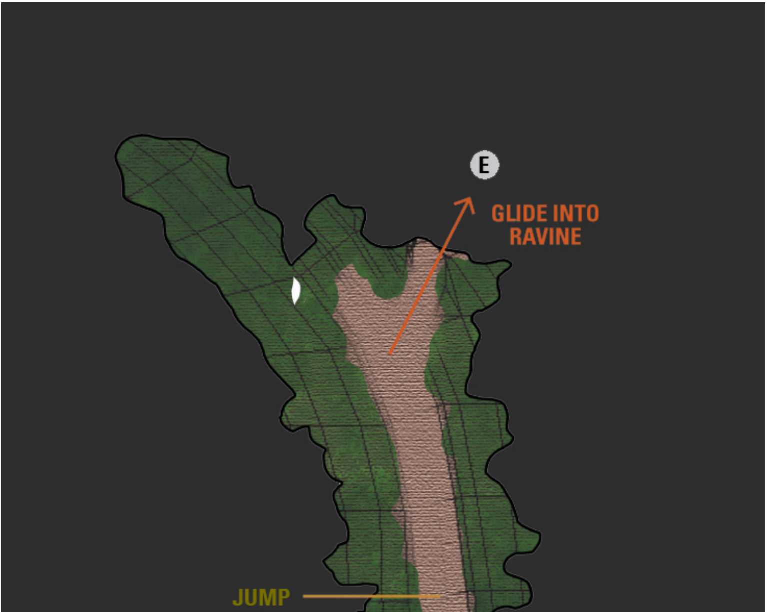
Press Strong Attack (Ⓨ or ▲) when prompted, then proceed to take out the Assassins, Terrorists, and War Dogs that attack. Terrorists (Rocket Launcher) are shooting missiles from above, but if you take them out, more will spawn shortly after.

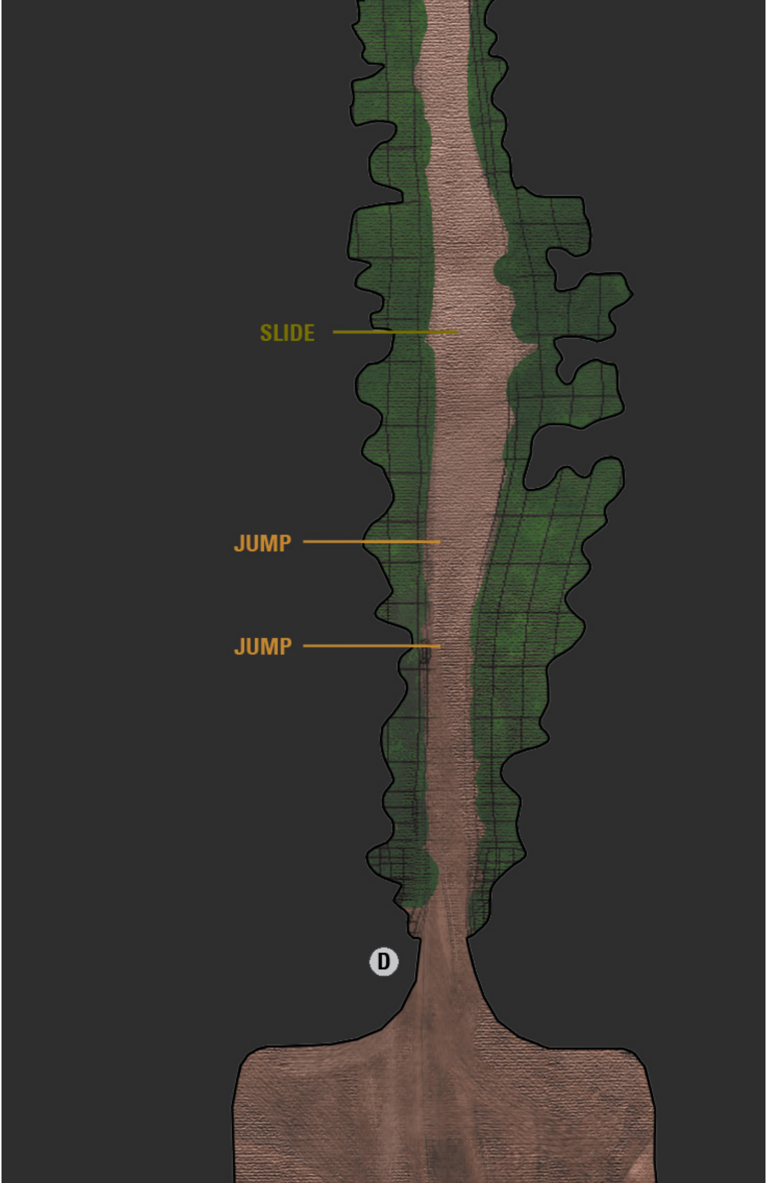
If you're hampered by the missiles, use a quick series of jumping arrows to take out the Terrorists (Rocket Launcher), then continue with the rest of the enemies while they respawn.



As soon as Hayabusa takes a fighting stance ...

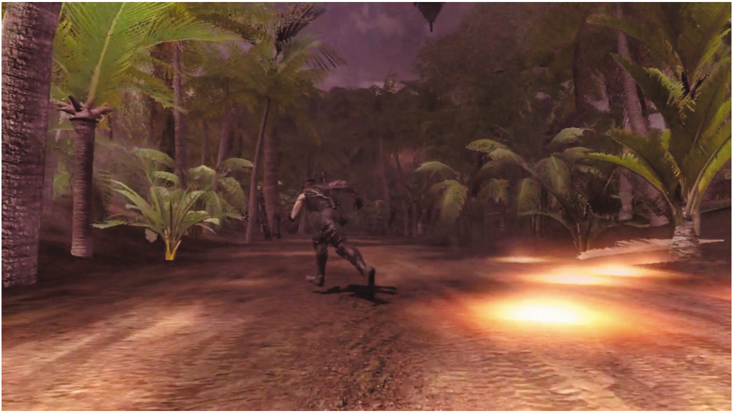
... start running toward the screen.





Defeat all the enemies to initiate a short cinematic. When the cinematic concludes and Hayabusa take a fighting stance, run toward the screen.

When you see a tree fall, be prepared to jump over it. This happens twice before the camera shifts so that Hayabusa is running away from the screen instead of toward the screen.



Move away from the bomb markings ...

... and slide or jump to avoid the fallen trees.

Continue running, and move away from the bomb markings on the ground. After the second set of markings, slide under the fallen tree in front of Hayabusa.

Jump over the next tree and move to the right side of the screen to avoid the next set of missiles. When you reach the edge of the cliff, jump off and then press Strong Attack (Ⓨ or △) when prompted to take out the helicopter.

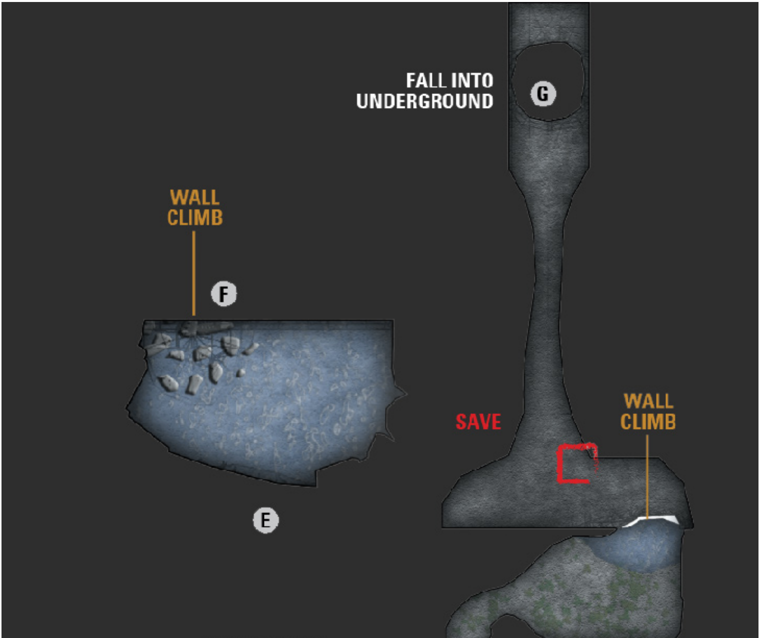
Stay as close to the screen as you can to avoid the bombs that drop in the area. Use a rapid series of jumping arrows to quickly attack the four helicopters that appear, one after another.

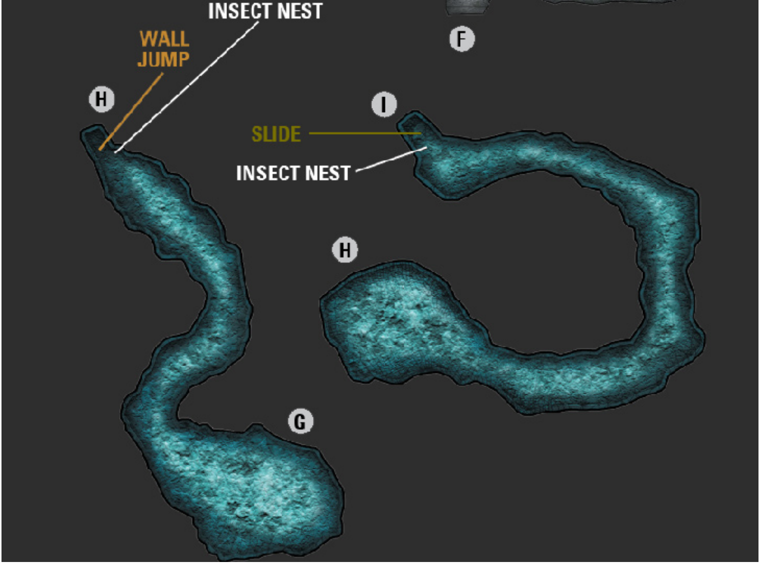
Stay away from the bomb markings at all times because the blast radius is larger than the small markings on the ground.

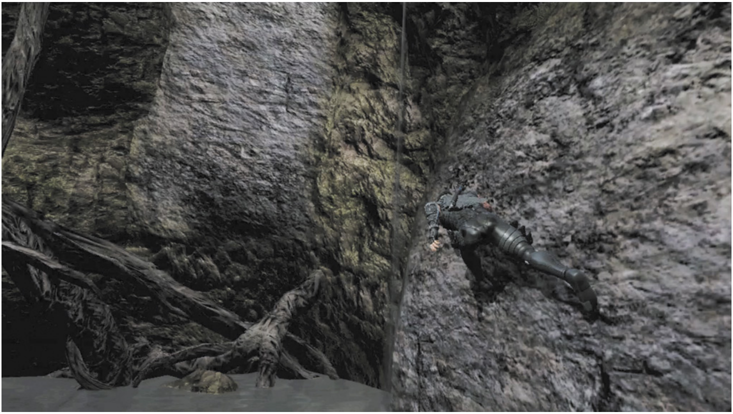
Defeat all four helicopters, then slowly approach the burning chopper on the ground. When the pilot rolls out, proceed past him and use the Kunai Climb to reach the top of the area.

Continue down the path to engage several Heavy Soldiers (Jetpack) (who turn into Heavy Soldiers after one arrow shot). Use jumping arrows to quickly lock on to them, but keep an eye on the ground surrounding Hayabusa.

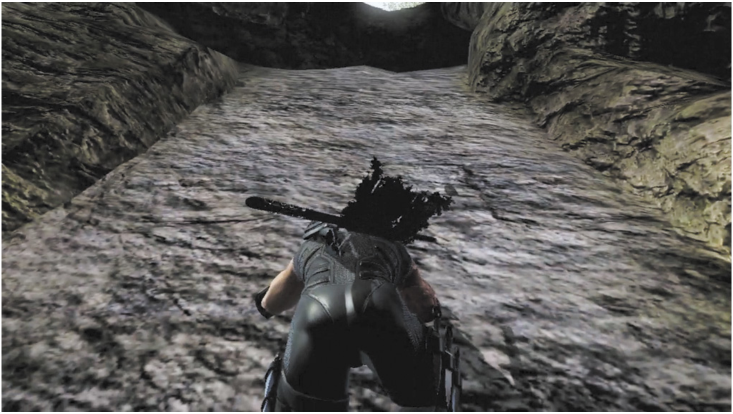
As soon as you see a Heavy Soldier in close proximity, take him down or slide away before focusing on the Heavy Soldiers (Jetpack) again. If a Heavy Soldier (Jetpack) lands, take him out quickly before he uses the flamethrower.







Use a Wall Run on the boulder ...



... and then use Kunai Climb to scale the adjacent wall.

Use a wall run on the boulder to reach the adjacent wall, then use the Kunai Climb to scale the wall. Save your progress at the falcon ahead.

Run through the Light Shell Bugs, attacking only the enemies that slow your progress. When you reach an area just ahead, the floor falls out from under Hayabusa.

TIP

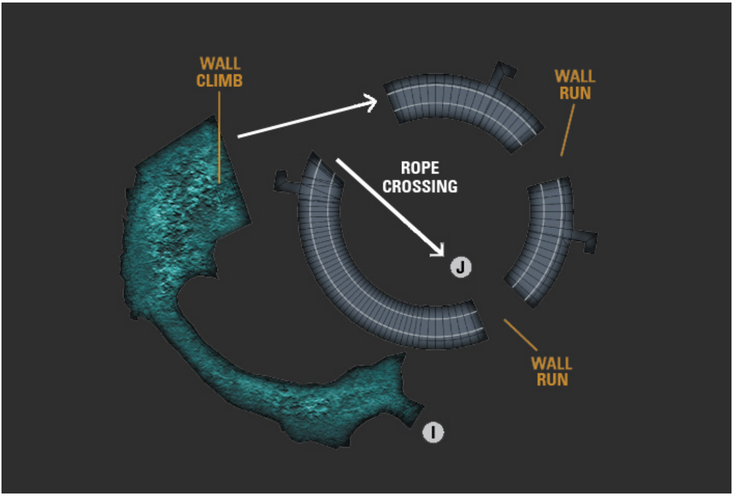
You do not have to engage any of the Light Shell Bugs in this area. Simply slide through them to the end of each tunnel, use a jumping arrow on the nest, and then continue on your way.

Advance through the cave until you see more Light Shell Bugs. Slide through them until you reach the end, then kill a few to illuminate the area. Move to the narrow area at the end and defeat any Light Shell Bugs that remain.

Use a grounded arrow to take down the nest that's spawning the Light Shell Bugs just above. Quickly slide out of the narrow area to avoid being hit by the falling object, then take down the freshly spawned Light Shell Bugs.

Use the Flying Bird Flip to reach the top of the area. Keep moving down the path until you reach the next Light Shell Bug nest. Destroy it with an arrow and continue down the path until you reach the third and final nest just above.

Use another arrow and then move out of the way to avoid the falling nest. Take out the remaining Light Shell Bugs, then Kunai Climb to reach the top of the area.

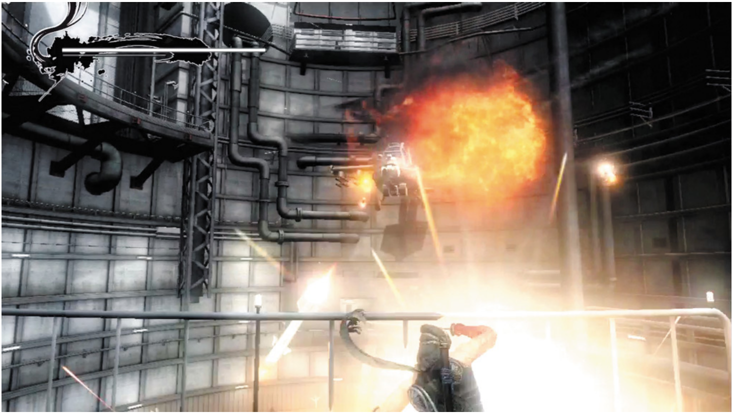


Press Strong Attack (Ⓨ or ▲) when prompted to take out the enemy at the top. Quickly move down the path and use arrows to take out the Terrorists (Rocket Launcher) across the gap.

Use the Wall Run to cross the two gaps, then defeat the Heavy Soldiers (Shield) and Heavy Soldiers just beyond. After the second Wall Run, use jumping arrows to take down the two Terrorists (Rocket Launcher) at the end of the path, then defeat the remaining enemies.

Continue down the path and jump onto the rope at the end. Use the Rope Crossing technique to move to the other side of the area. When a Rocket Launcher appears at the end, use two daggers to take him down. When you reach the end of the rope, jump onto the platform.

Use a single grounded arrow attack ...



... and then slide to avoid the missiles from the helicopter.

TIP

During this section, if you start an Izuna Drop near the railing, the enemy almost always falls to their death before the Izuna Drop is completed. This saves time, but is not ideal for high karma scores (on Master Ninja and Ultimate Ninja difficulties).

Several Terrorists run down the path to intercept Hayabusa. Multiple Terrorists (Rocket Launcher) also appear across the way. Use jumping arrows to take out the Terrorists (Rocket Launcher), then cut down the Terrorists and use the Rope Crossing technique at the top of the area.

As soon as you jump on the next platform, a helicopter attacks. Use jumping arrows to take down the helicopter, but shoot only one at a time between sliding dodges. The helicopter shoots missiles in rapid succession, making it risky to attack with more than one arrow at a time.

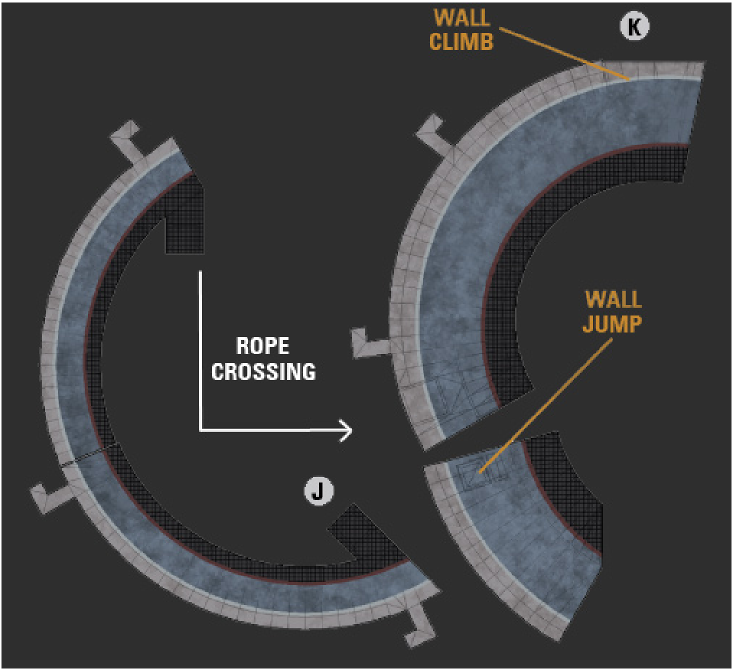
Use the Flying Bird Flip to scale the wall, then engage a large number of Heavy Soldiers, Heavy Soldiers (Shield) and Terrorists, as well as one Rocket Launcher.

Use a jumping arrow to take down the Rocket Launcher, then focus on the rest. A second Rocket Launcher appears during the battle against the Heavy Soldiers and Heavy Soldiers (Shield). Take him down with a jumping arrow as well.

When all of them have been defeated, several Alchemists appear. Save your second Ultimate Technique and second Ninpo to make quick work of the Alchemists. If you do not have a second Ninpo available, wait until all three Alchemists have appeared before using the Ultimate Technique.

With proper timing, you can take down at least two of the Alchemists, if not all three. These Alchemists are far easier to take out than the first set of Alchemists Hayabusa faced.

On Master Ninja, you will only get one Ninpo and one Ultimate Technique. Save both for the Alchemists (White) that attack.



Kunai Climb the wall at the end of the path to trigger a short cinematic. Jump down and use Strong Attack (Y or ▲) when prompted to take out the first Terrorist. Defeat the second Terrorist, then jump down to the ground and use another Strong Attack (Y or ▲) when prompted.

Take out the War Dogs, Terrorists (Rocket Launcher), Terrorists, and Heavy Soldiers that attack. Use jumping arrows on the Terrorists (Rocket Launcher), then focus on the rest, with priority on the War Dogs.

Eventually, Ryu's arm will begin to hurt again. Defeat the remaining enemies and a falcon appears to save your progress.

On Master Ninja, there are no War Dogs or Heavy Soldiers, and the only Terrorists are the ones at the top of the tower. Instead, Megaselions and Ourboros await alongside the Terrorists (Rocket Launcher) just below the tower.

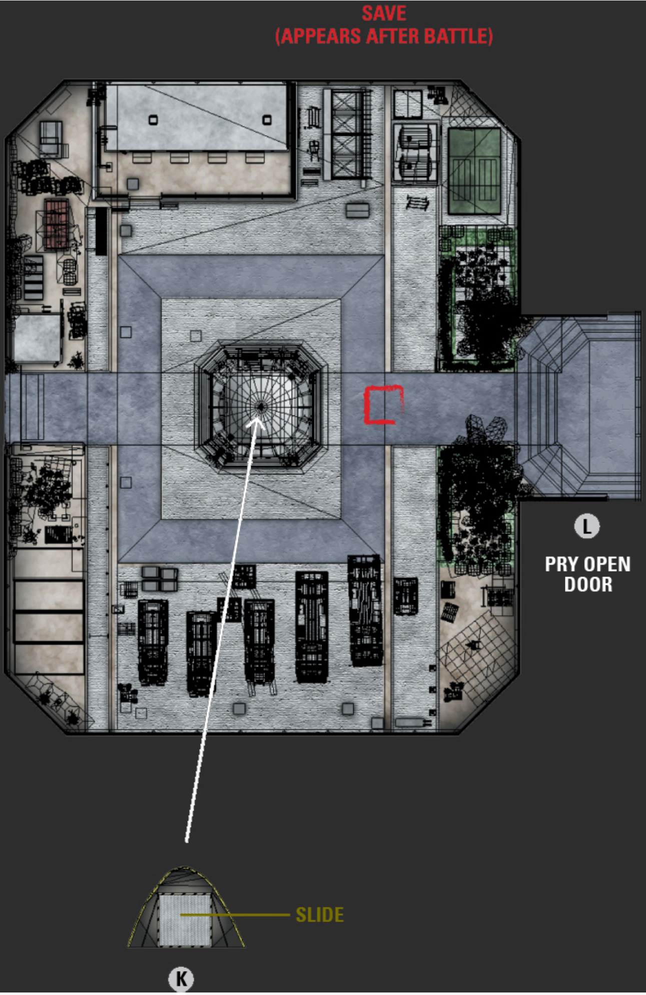
Take out the Terrorists (Rocket Launcher) first to build up to an Ultimate Technique, then use it on the first batch of Megaselions.

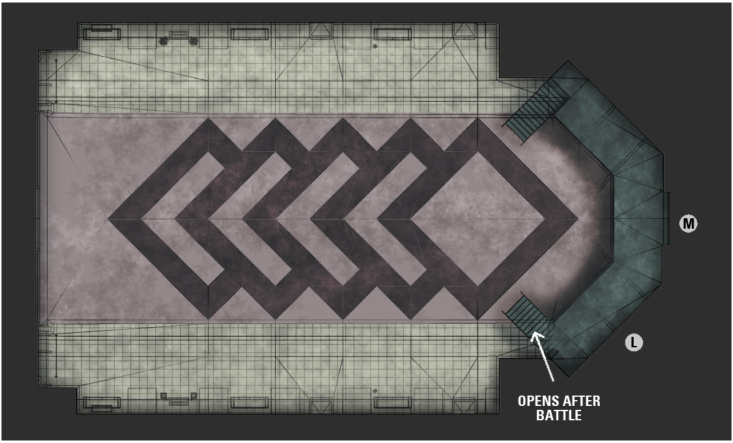
Open the double doors by holding Block (LT or R3) and Center Camera (RB or R) and rapidly tapping Shuriken (B or ⁘).

Move into the next area to engage three Alchemists, followed by two Terrorists (Rocket Launcher) and one Alchemist, then two more Terrorists (Rocket Launcher) and two Alchemists, then one last Rocket Launcher for a total of six Alchemists and five Terrorists (Rocket Launcher).

These Alchemists are stronger than the ones Hayabusa faced earlier in this level. When the Terrorists (Rocket Launcher) appear above, use jumping arrows to take them down, then focus on the Alchemists again.

Save Hayabusa's second Ultimate Attack and second Ninpo to use on the Alchemists.





First Appearance:
Ghost Soldier (Tonfa Soldier)

Class: Weak
Izuna Drop: No
Arrows: Yes
Range: Short
Power: 4
Priority: 4

Abilities/Weapons: Invisibility Camouflage, Unblockable Grab, Bombs, Dual Tonfa

Strategy: For the most part, Ghost Soldiers are invisible until they decide to attack. While invisible, they drop bombs that beep and then explode after a few seconds. If you see bombs, slide away to avoid the explosion.

They usually do not become visible until they are close to Hayabusa and about to attack with an Unblockable Grab. However, if you use an arrow (jumping or on the ground) not only will the arrow lock on to an invisible Ghost Soldier, it also makes him somewhat visible.

Instead of seeing nothing, you can see a faint outline to determine where they're hiding. If the arrow hits, they become fully visible for a short time.

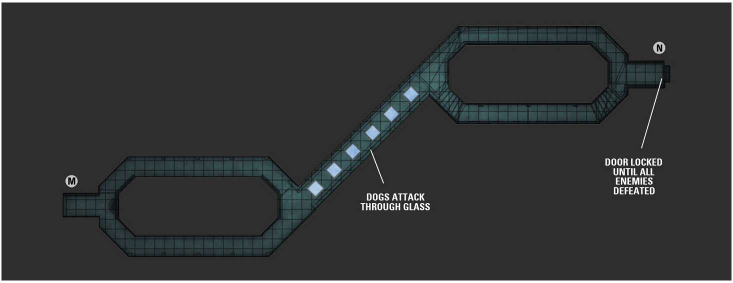
It is very difficult to connect an Izuna Drop on a Ghost Soldier. So much so that it's fair to say you cannot use an Izuna Drop on them, so use Quick and Strong Attack combos instead.

When a Ghost Soldier is about to die, he drops a bomb. Use an Obliteration Technique to make Hayabusa invulnerable to the bomb attack.

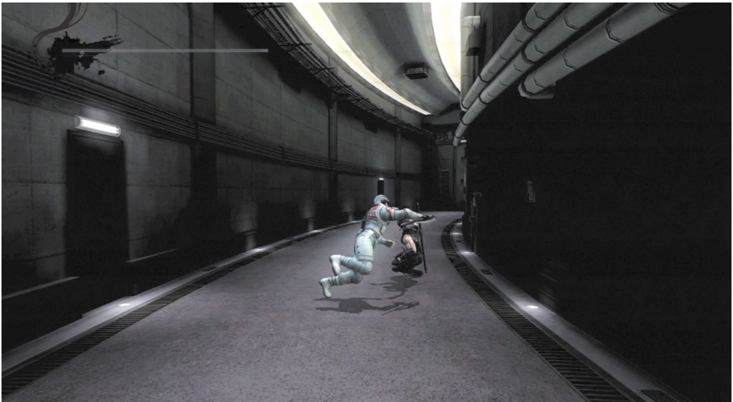
Take out the Rocket Launcher, then head upstairs to get caught by a surprise attack from an Ghost Soldier. There's no way to avoid the attack, but as soon as the Ghost Soldier and Hayabusa land on the floor, rapidly press Left and Right on the Left Analog Stick and tap Quick Attack (ⓧ or □).

Ghost Soldiers are similar to Alchemists in that they cannot be Izuna Dropped. Use Quick Attack combos to take them out one at a time, while avoiding the land mines they drop.

Remember that Hayabusa is invulnerable to attack during any Obliteration Technique. He cannot be harmed by a nearby land mine if he is in the middle of an Obliteration Technique.


M
N
DOGS ATTACK THROUGH GLASS
DOOR LOCKED UNTIL ALL ENEMIES DEFEATED

When you reach the third door on the left ...



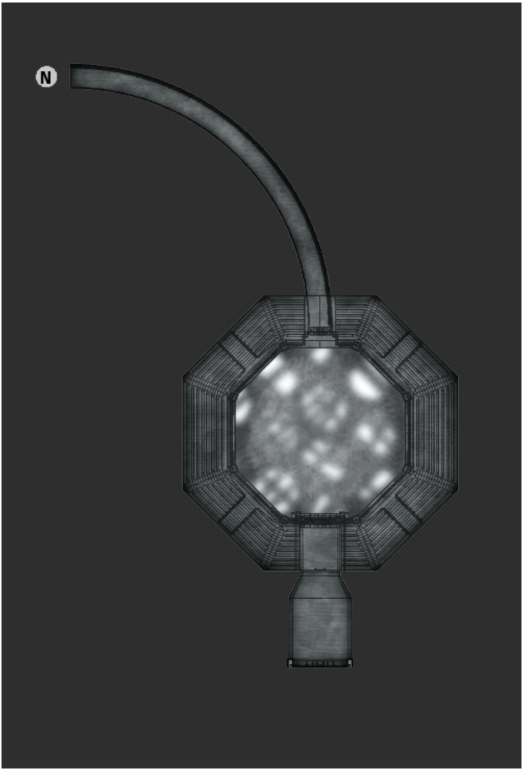
... slide or jump to avoid the Ghost Soldier attack.

Defeat all of the Ghost Soldiers, then head through the double doors at the top of the stairs. Continue down the hallway until you see War Dogs behind the glass.

Slide repeatedly down the hall and jump as soon as you see the War Dog jump out of the glass. Take down the War Dogs that attack, then proceed down the hall to engage more Ghost Soldiers.

Kill the Ghost Soldiers and head through the door and down the next hall. Run down the right side of the hall. When you pass the third door on the left (indicated by the lights just above the doors) an Ghost Soldier attempts to grab Hayabusa.

As soon as you see an Ghost Soldier attack from the left, jump or slide to avoid the attack. Take out the plethora or Ghost Soldiers, then head through the large door at the end of the hall to initiate another cinematic, followed by a boss battle.



BOSS BATTLE:
Gigantosaurus

Close Range Abilities: Stomp Attack

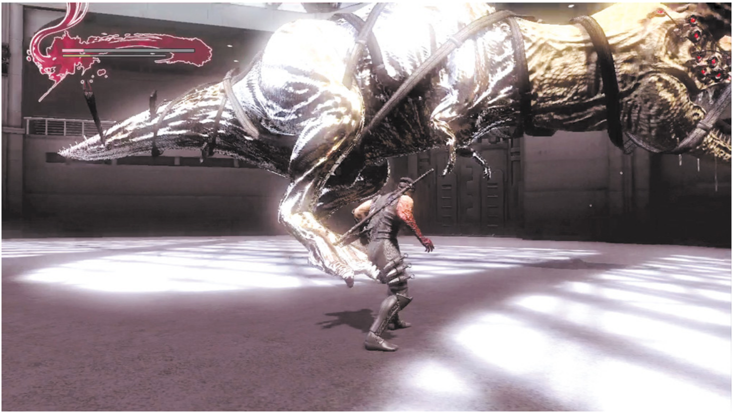
Long Range Abilities: Charge Attack, Tail Whip, Sonic Roar, Bite

Strategy: When the battle begins, move to the opposite side of the room and wait for the Gigantosaurus to run toward Hayabusa.

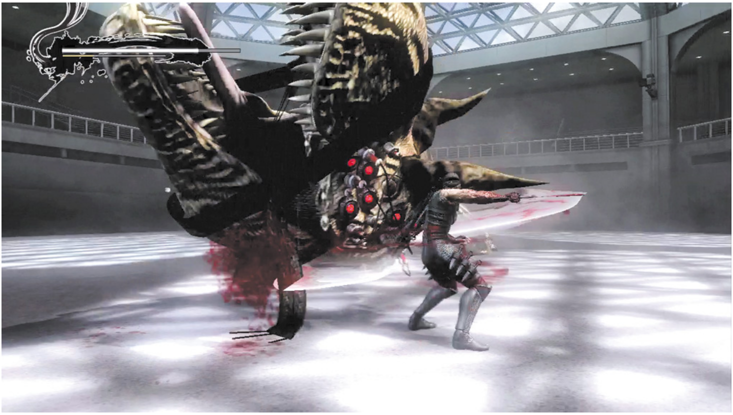
When this happens, slide to either side to avoid the Charge Attack, then quickly slide toward the opposite end of the room. The Gigantosaurus almost always uses two Charges, then falls to the ground and ends up close to where it started.

Attack the Gigantosaurus with two Quick Attack combos (☒ ☒ ☒ or ☐ ☐ ☐), then slide in the direction of the Gigantosaurus's tail.

When the Gigantosaurus begins to rise, it usually uses a Tail Whip attack. However, if Hayabusa runs in the direction of the tail while the Gigantosaurus is grounded, the Tail Whip almost always misses.



When the Gigantosaurus turns chrome, ...

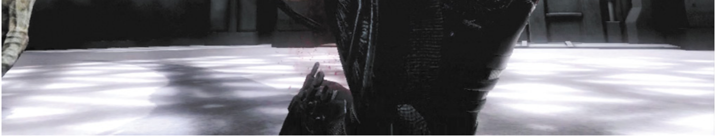


... attack it's head.

Repeat this process until the Gigantosaurus's legs turn chrome. When this happens, wait for the Gigantosaurus to Charge again twice and, when it falls, attack its head.

This is the only vulnerable spot on the Gigantosaurus's body. Be careful to avoid the Tail Whip when the Gigantosaurus gets up. Repeat this process until a short cinematic occurs, followed by a chase scene.

If Hayabusa is close to the Gigantosaurus when it's not on the ground, stay away from its head. It has a Bite attack that covers most the space directly in front of it and is one of its most damaging attacks. It also uses a Sonic Roar that is difficult to evade and covers a moderate distance.

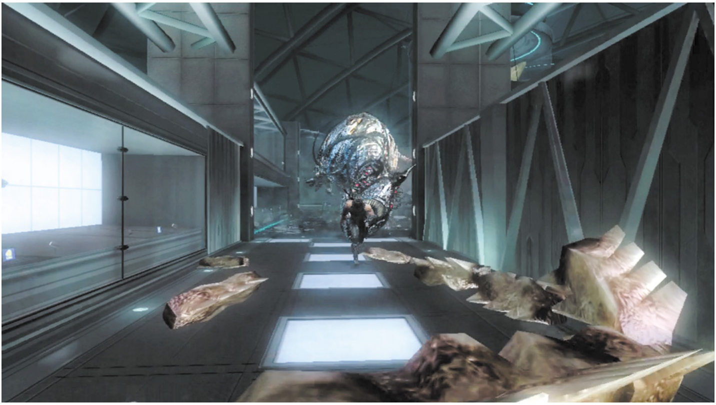


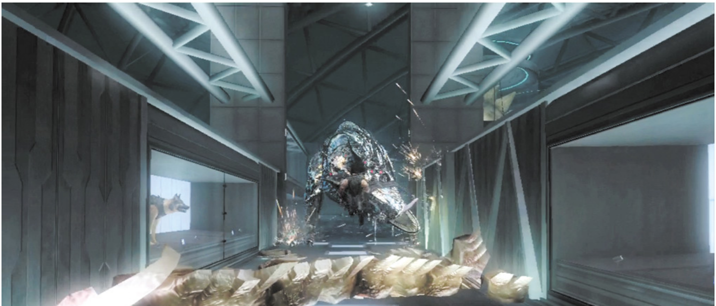
When close to the Gigantosaurus, move under it as quickly as possible. Focus on its legs with one or two Quick Attacks. As soon as you see one of the legs lift off the ground, slide to the opposite leg and continue attacking with another one or two Quick Attacks.

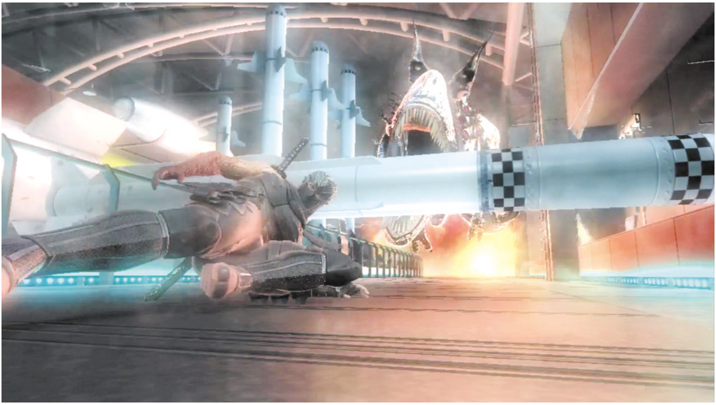
If you use more than two Quick Attacks, you risk getting caught by the Gigantosaurus's leg and taking damage. If the Gigantosaurus raises his leg high into the air, make sure Hayabusa is close to the other leg or else far enough away from the raised leg to avoid the Stomp Attack and resulting shock wave that follows.

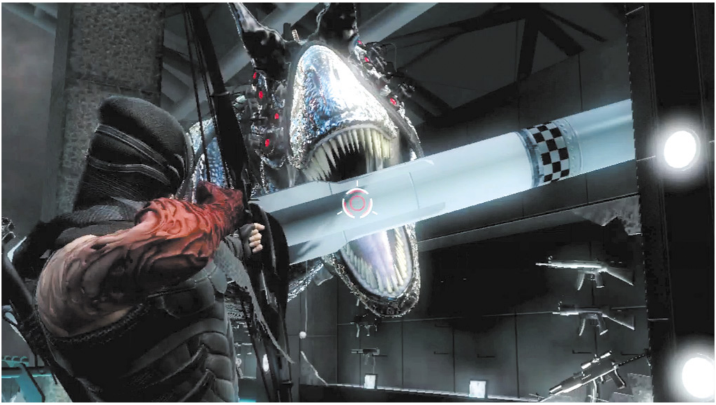
Repeat this process until the Gigantosaurus starts charging again, then go back to the original strategy.

Run toward the camera and, when you see bone fragments on the ground, be prepared to jump over the large bone just ahead.









This happens twice, and it's followed by a missile that Hayabusa must slide under. After sliding under the missile, shoot an arrow to blow it up when prompted.

Continue through the double doors at the end of the hallway to engage the Gigantosaurus once again. Slide to the right, then press Strong Attack (Ⓨ or ▲) when prompted. Do not drift to the left or right side of the room.

Instead, stay on the opposite side of the Gigantosaurus and around the center of the room so that you have plenty of room to slide to either side when the Gigantosaurus Charges. Avoid the Gigantosaurus's Charges and attack its head when it falls to the ground.

When the game begins to move in slow motion, press Strong Attack (4 or i) and follow the on-screen prompts to press Strong Attack (Ⓨ or △) rapidly to take down the Gigantosaurus and initiate another cinematic.

NORMAL DIFFICULTY

Even on easier difficulty settings, this battle doesn't change all that much. At the beginning of the battle, it's not necessary to waste time waiting for the Gigantosaurus to Charge and fall.

Instead, attack its legs until it falls to make the battle move along quickly. Even if Hayabusa takes some damage here, it won't be significant. It's still important to avoid the Stomp Attack and Bite but any other attacks are not an immediate threat.

MASTER NINJA AND ULTIMATE NINJA DIFFICULTY

Do not engage the Gigantosaurus at close range unless it is on the ground after a Charge Attack. Almost any attack from the boss inflicts incredible damage to Hayabusa.

Depending on how much health Hayabusa starts the battle with, a single attack could easily finish him off, especially if it's the Bite or he gets hit by the Charge Attack.

First Appearance:
Spider Talon Ninja

Class: Weak
Izuna Drop: Yes
Arrows: Yes
Range: Short
Power: 2
Priority: 3

Abilities/Weapons: Unblockable Grab, Bombs

Strategy: The Spider Talon Ninja is almost identical to the Melee Ninja from previous *Ninja Gaiden* games. He attacks with a talon weapon similar to the old Dragon's Claw. He does not have any notable abilities aside from a few basic combos and an Unblockable Grab.

Unfortunately, the Spider Talon Ninja blocks more frequently than most of the other enemies in the game. Use a slide to stop him from blocking, then quickly transition into an Izuna Drop.

If the Talon Ninja evades the Izuna Drop (which happens often), use a series of Quick Attacks. However, watch out for his bombs, which he usually drops after evading an attack. If you see a bomb, quickly slide away to avoid the blast.

It is also possible to break their defenses with a series of Strong Attacks, but Spider Talon Ninja are agile and it may be difficult to catch them.

In this instance, use a single Strong Attack to stun the Ninja, then follow with Quick Attack combos. If at all possible, save Ultimate Techniques and Ninpo to use against these enemies. They are the hardest of the Black Spider Clan to defeat.

First Appearance:
Spider Ninja/ Spider Archer

Class: Weak
Izuna Drop: Yes
Arrows: Yes
Range: Long
Power: 3
Priority: 4

Abilities/Weapons: Arrow Projectile Attack (Archers only), Bombs (Archers only), Unblockable Grab, Dual Katana

Strategy: Spider Ninja and Spider Ninja (Archers), also known as simply Archers, are very virtually identical. In fact, at close range, they fight exactly the same. However, it's at a distance where these enemies differ.

Normal Spider Ninja try to get close to Hayabusa to attack with their swords, while Archers stay back and attack with arrows. Both are very susceptible to Izuna Drops and go down with ease.

In general, take out any Archers first when you encounter a group of enemies. Once they come within visual range of Hayabusa, they begin to shoot flaming arrows. They do not cease firing until Hayabusa closes in on them.

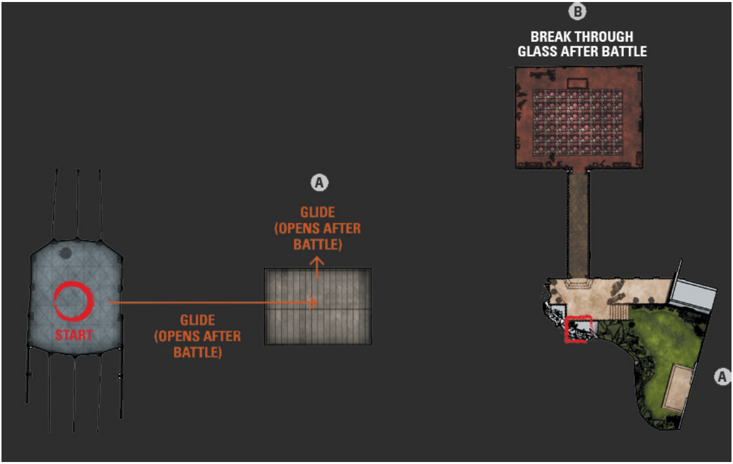
Archers and normal Spider Ninja also have a bomb attack just like the Spider Talon Ninja. However, they use it far less frequently.

In a large group of Spider Ninja, Archers and Spider Talon Ninja, the Archers take priority, but only if the arrows are making it difficult to attack. If this is not the case, consider Archers and normal Spider Ninja the same priority.

When the cinematic concludes, a horde of Terrorists and Heavy Soldiers (Jetpack) attacks. Take them all down, then jump through the opening. Spider Talon Ninja, Spider Ninja, and Archers await in the next area.

Focus on the Spider Ninja and Archers to build up Hayabusa's Ki Gauge and Ultimate Technique, then use both to make quick work of the Spider Talon Ninja. *On Master Ninja, several Assassins (White) join the Spider Ninja, Archers and Spider Talon Ninja.*

Jump through the next opening and head up the stairs. Save at the falcon on the left, then continue through the door and down the hall to engage the Regent of the Mask again.


B
BREAK THROUGH GLASS AFTER BATTLE
A
GLIDE (OPENS AFTER BATTLE)
START
GLIDE (OPENS AFTER BATTLE)
A

BOSS BATTLE:
Regent of the Mask

Close Range Abilities: Two-Hit Combo, Three-Hit Combos, Five-Hit Combos, Unblockable Two-Grab Combo, Unblockable Jumping Grab

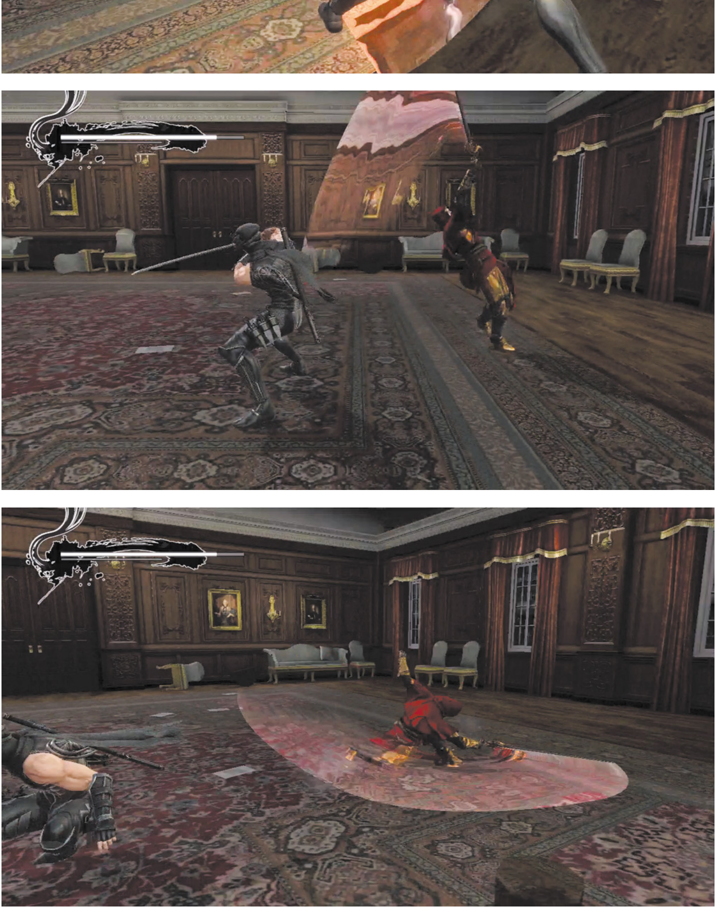
Long Range Abilities: Two-Hit Charge Technique

Strategy: This is the second time Hayabusa battles against the Regent of the Mask, and the fight closely resembles the initial battle.

This time the Regent of the Mask has a couple new techniques in the way of a five-hit combo and an Unblockable Jumping Grab attack. The battle also ends when Hayabusa knocks the Regent of the Mask outside. There's no continuation like the first battle.

Wait for the Regent of the Mask to approach Hayabusa. Slide away from his first attack, then use the Wind Run into Flying Swallow to attack the Regent of the Mask.

If the attack is parried, quickly slide away to avoid the Regent of the Mask's counterattack. If the attack is blocked or connects, slide away and wait for the next attack to repeat the process.



The Regent of the Mask's new combo.

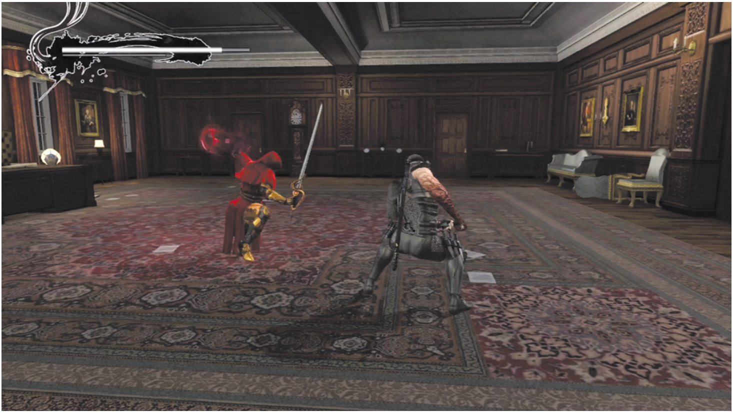
If the Regent of the Mask uses a five-hit combo (which consists of several vertical spinning attacks at the end), try to use the Wind Run into Flying Swallow before the vertical spinning attacks, or after the attack in the combo (a thrusting attack).

The vertical spinning attacks can knock Hayabusa out of the Flying Swallow.

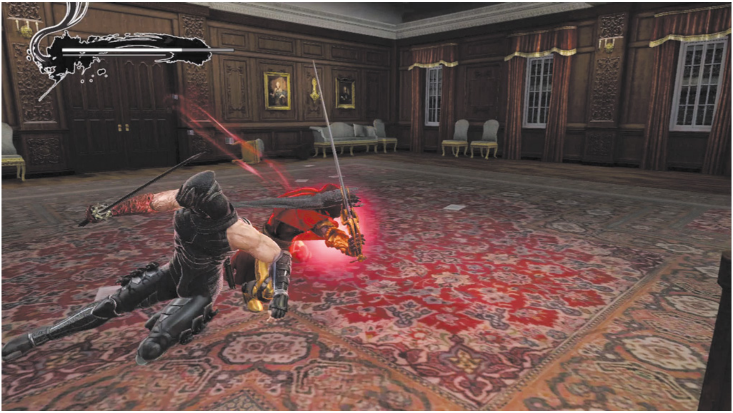
After attacking, slide away from the Regent of the Mask. If you attack too much, the Regent of the Mask may counter using his Unblockable Grab Combo. If his fist glows red, watch out for the throw combo.

Limit your attacks to no more than three Quick Attacks to avoid this. The only exception is after a sword clash. When this happens, rapidly tap Quick Attack (Ⓧ or ◻) as prompted, then follow with four to five Quick Attacks.

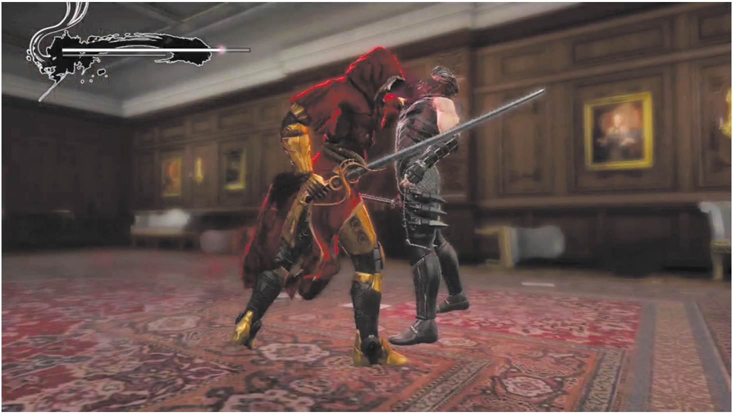
Four Quick Attacks is almost always safe, but five can sometimes hit. Pay close attention to the Regent of the Mask during the fifth attack. If his fist glows red, slide away immediately to avoid the throw combo.

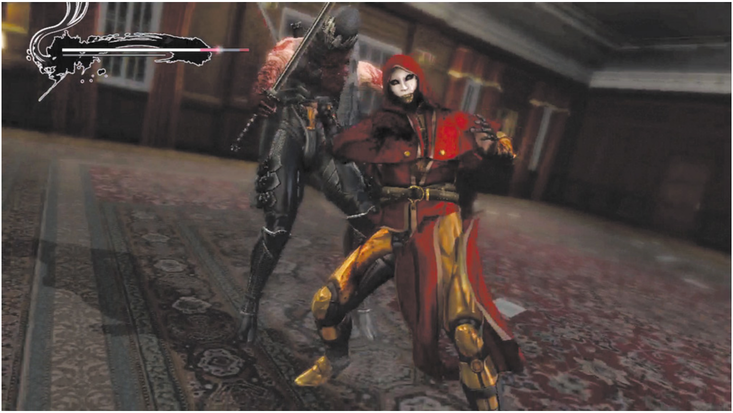


When the Regent of the Mask's fist glows red, ...



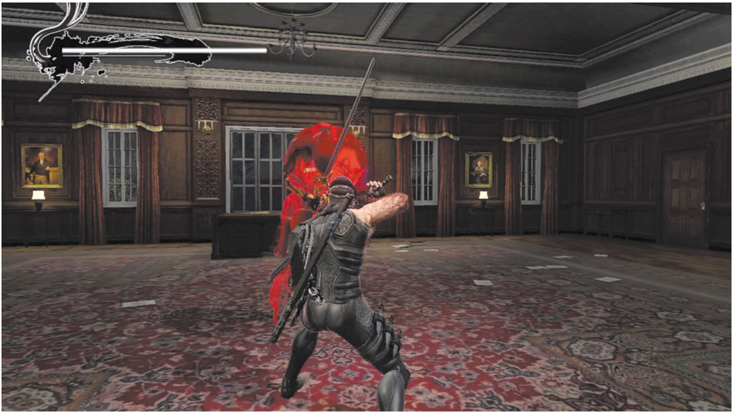
... quickly slide away ...



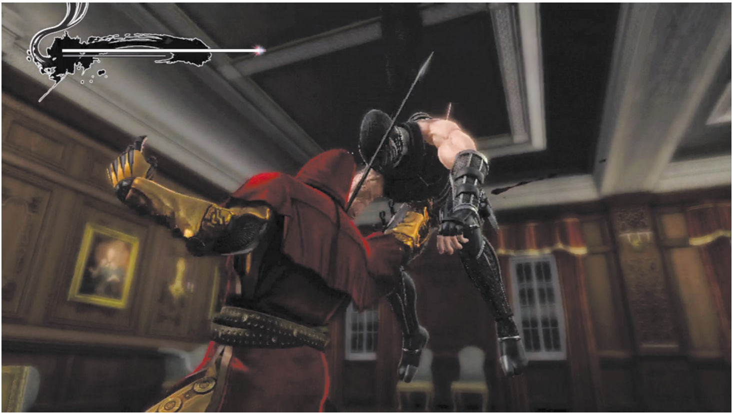


... or take big damage from the grab!

The first attack in his grab combo series is fairly easy to evade if you slide away right after Hayabusa's attack. The second attack has extremely long range and reduces Hayabusa's health considerably. It is very important to avoid it. After the second attack misses, use another Wind Run into Flying Swallow.



When the Regent of the Mask uses a Wind Run, ...



... it results in an Unblockable Grab.

The Regent of the Mask's new Jumping Grab looks very similar to Hayabusa's Wind Run, except the shadow images behind the Regent of the Mask are red.

If he uses this attack, slide away from him, then time the Wind Run and Flying Swallow so that the attack connects as soon as the Regent of the Mask lands.

If the Regent of the Mask bends down into a lower stance that looks like Hayabusa's Ultimate Technique stance, prepare to use a slide to evade. This is the Regent of the Mask's version of an Ultimate Technique.

It executes very fast and can be difficult to dodge if you're not prepared. Slide away to escape the first attack, then slide again immediately after. The Regent of the Mask occasionally uses a second attack almost immediately after his first Ultimate Technique attack.

Continue to attack the Regent of the Mask until you're prompted to rapidly tap Quick Attack (Ⓧ or □). Repeat this process until the Regent of the Mask is knocked outside, which ends the battle.

NORMAL DIFFICULTY

On Normal difficulty, Hayabusa can take on the Regent of the Mask almost exactly like he did the first time.

Just be a little more careful because despite that he does not hit as hard on this difficulty setting, he hits harder the second time than he did during the first battle.

If you go into the battle with a good amount of health, attack furiously until Hayabusa is down to about half of his Health Gauge, then shift into the more conservative Hard difficulty strategy to finish out the fight.

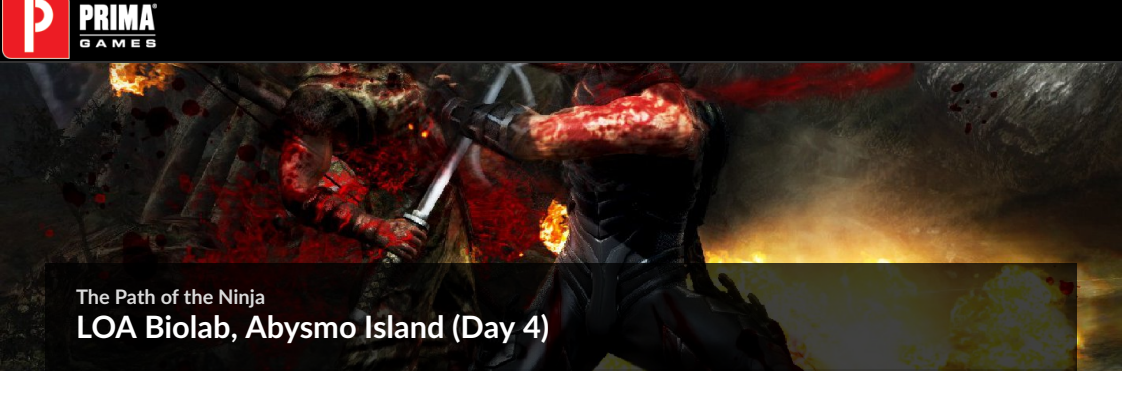
MASTER NINJA AND ULTIMATE NINJA DIFFICULTY

This battle doesn't change much from the first time on Master Ninja and Ultimate Ninja difficulties. The Regent of the Mask can kill Hayabusa with one or two attacks, especially if one of the attacks is his Unblockable Grab Combo.

You must play with extreme caution and take your time, slowly inflicting damage on the Regent of the Mask whenever an opening is presented. If you play too aggressively, Hayabusa will not last long.

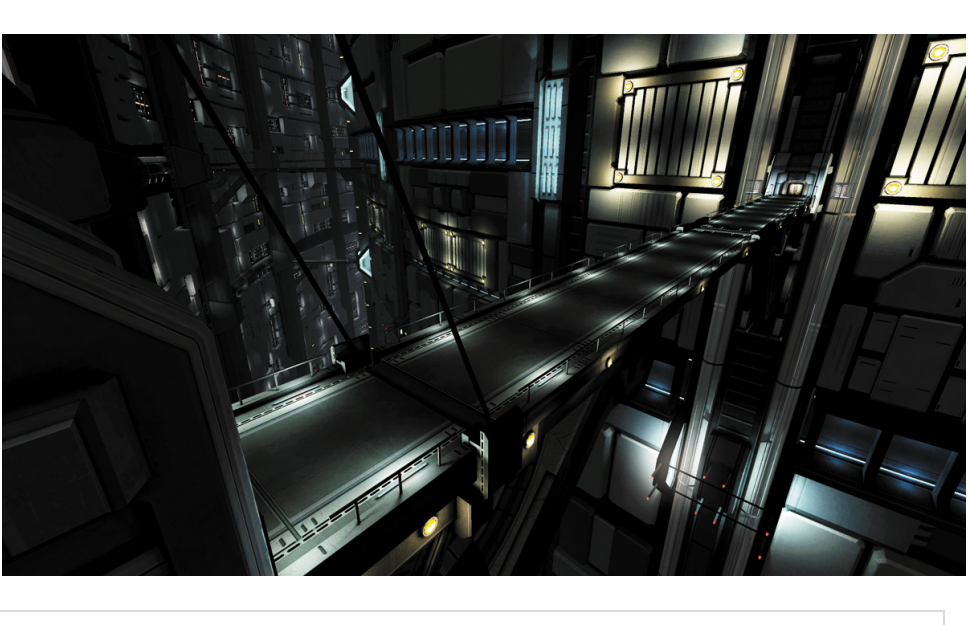
Head down the hallway and use the Wall Run on the left wall to get past the first electrical ground area, then Wall Run on the right wall for the second one.

Follow the path and jump to the poles to get across the next sections, then slide into the room just beyond. Take out the two Heavy Soldiers (White) in the room and head through the door. *On Master Ninja, a Ghost Soldier joins the two Heavy Soldiers (White).*



The Path of the Ninja

LOA Biolab, Abysmo Island (Day 4)



DAILY DETAILS

New Enemies	Homunculus, Demon Baphomet, Ourboros
Bosses	Prototype Goddess "Lovelace"

Go down the hallway and through the first door. When you try to open the second door, two Rocket Launchers attack from behind, alongside a flurry of Terrorists and a few Ghost Soldiers.

Take out the Rocket Launchers with jumping arrows, then take on the Terrorists to build up Hayabusa's Ki Gauge and Ultimate Technique.

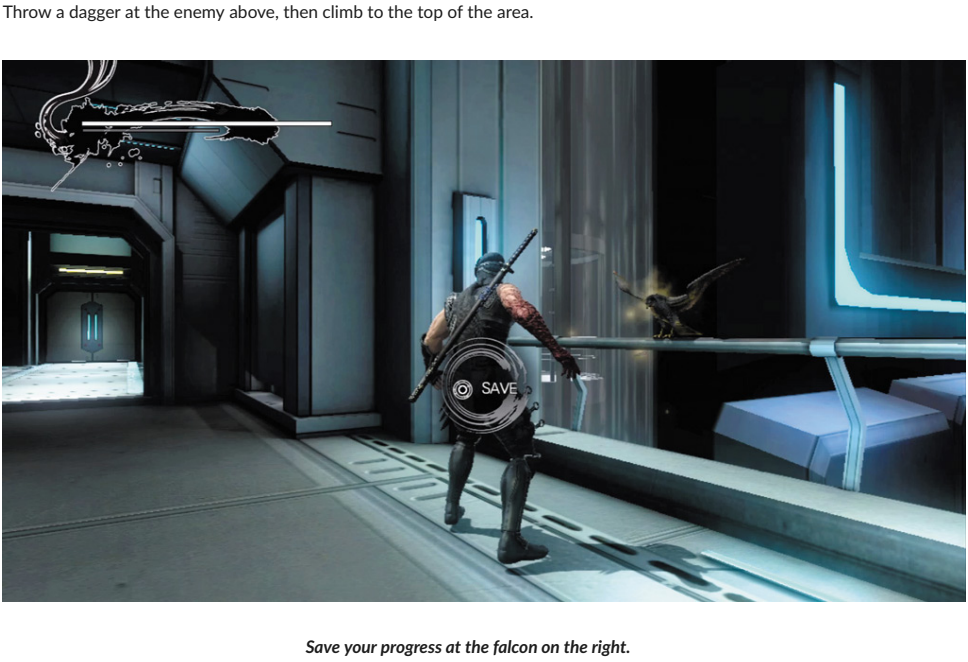
Finish off the Terrorists before using either to avoid having to deal with the Ghost Soldiers. When more Rocket Launchers appear, take them down with jumping arrows then kill the remaining enemies.

Head through the door and onto the bridge. Take down the Heavy Soldiers (Jetpack) that attack and ignore the others.

When the Heavy Soldiers (Jetpack) are destroyed, take out the Heavy Soldiers, Terrorists, Rocket Launchers, and Ghost Soldiers, giving priority to the Rocket Launchers.

Use the Terrorists to build Hayabusa's Ki Gauge and unleash Ninpo at your leisure. When most of the enemies are defeated, follow the on-screen prompts to jump and use the Kunai Climb to latch on to the side of the bridge.

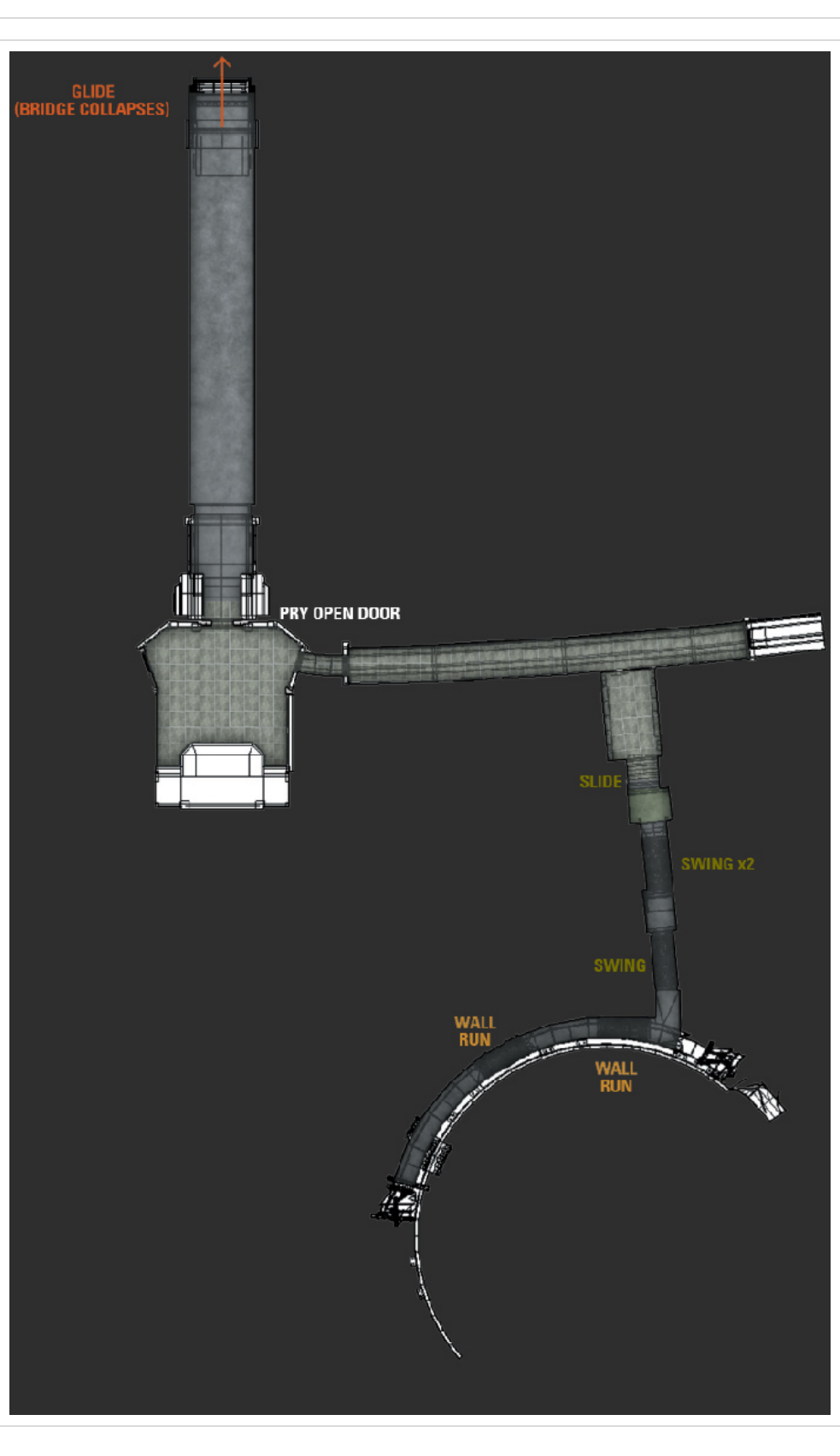
Throw a dagger at the enemy above, then climb to the top of the area.



Save your progress at the falcon on the right.

Save your progress at the falcon on the right, and head through the next two doors. Take down the Terrorists that attack. Continue through the next door and take out the Heavy Soldiers and single Heavy Soldier (Shield) that attack.

You cannot use the Izuna Drop in this area because of the low ceiling, so use basic Quick or Strong Attack combos instead.



First Appearance:
Homunculus

Class: Weak
Izuna Drop: Yes
Arrows: Yes
Range: Short
Power: 1
Priority: 1

Abilities/Weapons: Unblockable Grab

Strategy: Homunculi are arguably the weakest enemy in the game and go down with minimal effort. Their only significant attack is an Unblockable Grab. However, they move slower than other enemies and are easy to evade.

The best way to take down a group of Homunculi is to wait until they're close together, then attack the center-most Homunculus with a series of Quick Attacks until a Steel on Bone attack is initiated.

At this point, each consecutive attack will be another Steel on Bone as long as there's a Homunculus within reach.

With proper timing, it's possible to take out an entire horde of Homunculi with a continuous series of Steel on Bone attacks.

First Appearance:
Ourboros

Class: Strong
Izuna Drop: No
Arrows: No
Range: Long
Power: 2
Priority: 3

Abilities/Weapons: Unblockable Grab, Acid Spray, Tentacle Swipe

Strategy: An Ourboros is a little easier to handle compared to a Demon Baphomet, but they're still difficult to deal with.

At close range, the Ourboros uses an Unblockable Grab (indicated by a glowing red arm), and a Tentacle Swipe that has moderate range. From a distance, the Ourboros uses an Acid Spray attack that Hayabusa can slide under.

Attack the Ourboros with a series of Quick Attack combos (or Strong Attack combos later in the game) to keep it in a constant stun.

This works well because the Ourboros almost always attacks alongside Demon Baphomets, Homunculi, or other Ourboros.

Alternatively, you can stay just outside of the Ourboros's attack range, wait for it to use the Acid Spray, then slide under it and to get within attack range. However, in a group of enemies this can be difficult.

In a group of Homunculi and Ourboros, if you can get the Homunculi close to the Ourboros, attack the Homunculi with Quick Attack combos to get a Steel on Bone attack.

If you can position the Ourboros close enough to the Homunculus, the next attack will kill the Ourboros in a single slash.

First Appearance:
Demon Baphomet (Megaselion)

Class: Strong
Izuna Drop: No
Arrows: No
Range: Short
Power: 4
Priority: 1

Abilities/Weapons: Unblockable Grab, Unblockable Lunging Grab, Charge Attack, Rolling Attack, Jumping Attack

Strategy: The Demon Baphomet, or Megaselion, is one of the strongest, non-boss enemies in *Ninja Gaiden 3* . It's strong enough to interrupt many of Hayabusa's attacks with an Unblockable Grab, or a combo series of its own.

From a distance, it bends down and charges at Hayabusa, uses an Unblockable Lunging Grab with considerable range, charges up to use a Rolling Attack, or uses a Jumping Attack.

The best way to take down a Demon Baphomet is to use a series of Quick Attack combos. If the Demon blocks, slide away and wait for it to attack. Evade the attack, then slide toward it and use Quick Attack combos again.

If the attacks connect, continue to use Quick Attack combos until the Demon deflects (parries) an attack. As soon as this happens, slide away to avoid the incoming counterattack.

As soon as the attack misses, slide back toward the Demon and continue with a barrage of Quick Attack combos until prompted to press Strong Attack (Ⓨ or ▲) and finish it off.

Demon Baphomets rarely attack alone, which means you need to pay close attention to the enemies around Hayabusa and move away to regroup if he's in danger of being attacked.

If there are multiple Demon Baphomets, use the Quick Attack strategy, but watch the other Demon Baphomets. If you see another Demon's hands glow red, slide away to avoid the Lunging Grab that follows.

In a group of Homunculi and Demon Baphomets, if you can get the Homunculi close to the Demon Baphomets, attack the Homunculi with a Quick Attack combo to initiate a Steel on Bone attack.

If a Demon Baphomet is close enough, Hayabusa's next attack will kill the Demon in one slash. This strategy makes it considerably easier to fight groups of Demon Baphomets, but it can be difficult to position the Demons and Homunculi properly.

Head down the hallway and to the right and through the doors to initiate another cinematic. When the cinematic concludes Hayabusa is attacked by a horde of Homunculi.

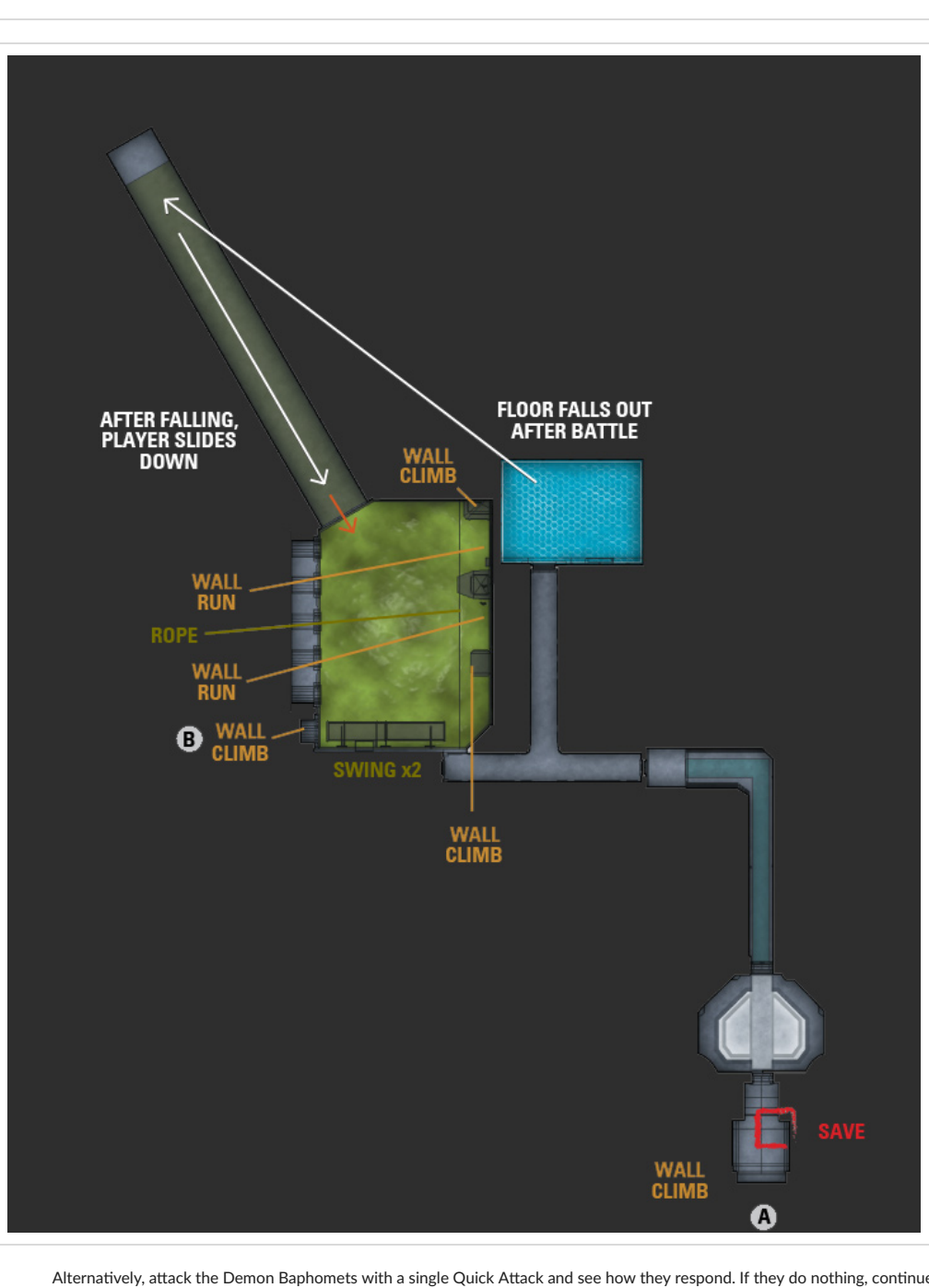
Defeat the Homunculi and they become Ourboros and Demon Baphomets. Stay away from the Demon Baphomets because they use an Unblockable Grab that has a considerable amount of range (both of their fists glow red).

Izuna Drops do not work on the Ourboros or the Demon Baphomets, so instead use Quick Attack (Ⓧ or ■), Quick Attack (Ⓧ or ■), Strong Attack (Ⓨ or ▲) or a series of Quick Attacks on the Ourboros, then attack the Demon Baphomets from a distance with standing arrows.

TIP

When Hayabusa faces a large number of Homunculi, wait until they're relatively close together, then attack one in the middle of the group with a series of Quick Attack combos.

This leads into a Steel on Bone attack, which allows Hayabusa to kill all of the Homunculi within range with one slice each.



Alternatively, attack the Demon Baphomets with a single Quick Attack and see how they respond. If they do nothing, continue with Quick Attacks until they parry, then slide away to avoid the counterattack.

Once the Demon Baphomets parry Hayabusa's attack, you can repeatedly slide away from the counterattack, then slide back in to use another Quick Attack combo until the Demon Baphomet parries again.

This cycle can be repeated until the Demon Baphomet is dead. However, if Hayabusa attacks more than once before the parry cycle begins, the Demon Baphomet usually interrupts with an Unblockable Grab that's very difficult to avoid.

When you have defeated several waves of Demon Baphomets and Ourboros, the floor caves in. Jump and press Strong Attack (Ⓨ or ▲) when prompted. Several Homunculi, Demon Baphomets, and Ourboros attack here.

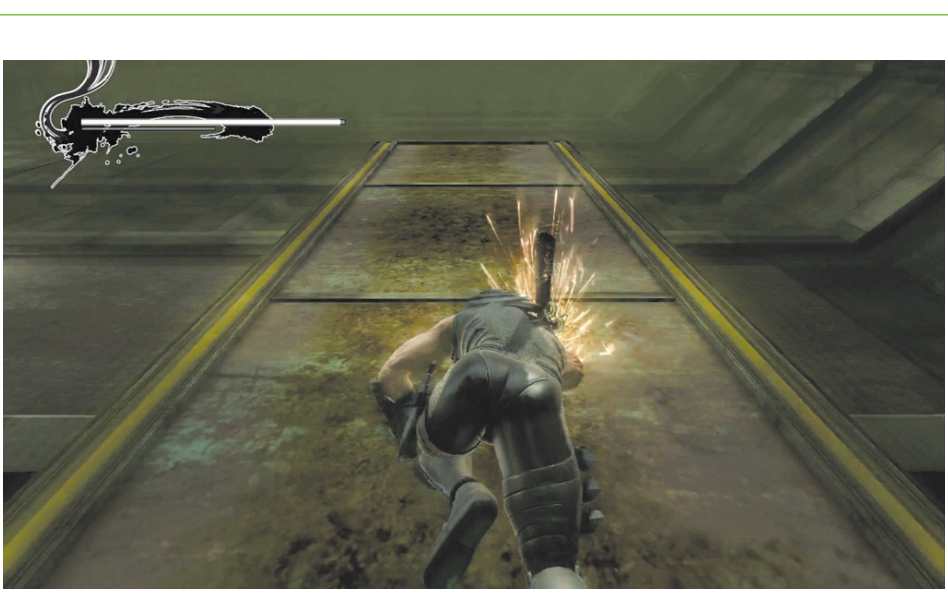
Take out the Homunculi first, then the Ourboros, then the Demon Baphomets. The floor here is covered in an acidic substance, but Hayabusa does not take much damage until all of the enemies have been defeated.

You don't have to rush, but don't just stand around taking damage either.

TIP

Wait until the Homunculi are close to the Demon Baphomets, then attack the Homunculi to get a Steel on Bone attack. The next attack after a successful Steel on Bone kills an enemy with a single strike.

If a Demon Baphomet is close enough to the Homunculus when a Steel on Bone attack occurs, Hayabusa will kill the Demon Baphomet with a single strike, saving considerable time.



Defeat all the enemies and quickly use the Kunai Climb to escape the ground floor. Use a Wall Run to cross the first gap, then another Wall Run followed by a Kunai Climb and a Rope Crossing technique to get out of the area.

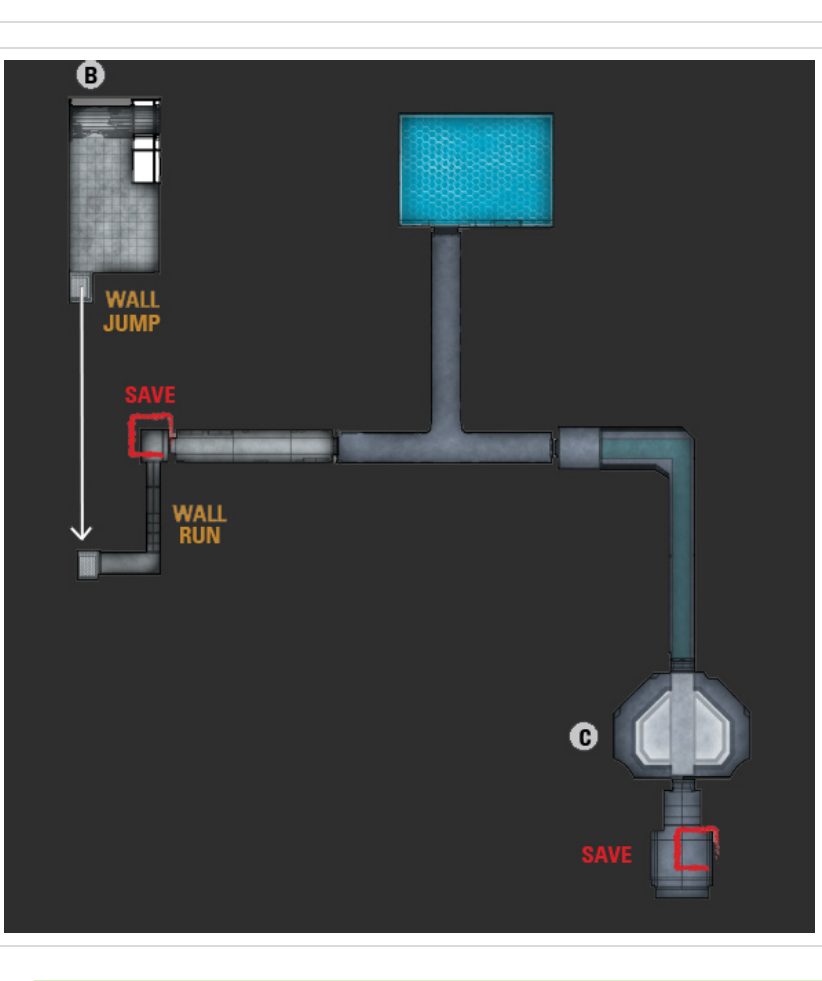
During the Rope Crossing, use daggers to take out the Rocket Launcher and Terrorist at the end.

When you reach the end, jump down, then jump from pole to pole to get off that platform before it collapses. Head down the tunnel and take out the Homunculi at the end.

A few of the Homunculi turn into Ourboros. Take them down as well, then use the Flying Bird Flip to reach the platform above.

When you cross the area that looks like you can use Wall Run, a Demon Baphomet jumps down and the floor collapses.

As Hayabusa is falling, press Strong Attack (Ⓨ or ▲) to avoid an attack from the Demon Baphomet when you reach the bottom.



TIP

When the floor collapses, use the Flying Bird Flip to get back to the upper area of the room again.

From this vantage point, use standing arrows to dispatch the Demon Baphomets and Ourboros below. This keeps Hayabusa out of harm's way and allows him to build up an Ultimate Technique.

If the enemies are out of sight, move around the top area until Hayabusa can target them.

If no enemies can be targeted, jump back down to the lower area to force the enemies to move, then use the Flying Bird Flip to regain the high ground.

Homunculi cannot be killed with arrows, but Demon Baphomet and Ourboros can.

Take down the Demon Baphomets and Ourboros that attack here. Focus on the Ourboros first, then take out the Demon Baphomets. Use the Flying Bird Flip again, and then Wall Run to cross the newly formed gap. Save your progress at the falcon, then head through the two doorways.

Defeat the three Ourboros in the hallway and continue through the next door at the end. Slowly approach the curve in the path. When Hayabusa gets near it, a Demon Baphomet jumps through the glass and attacks.

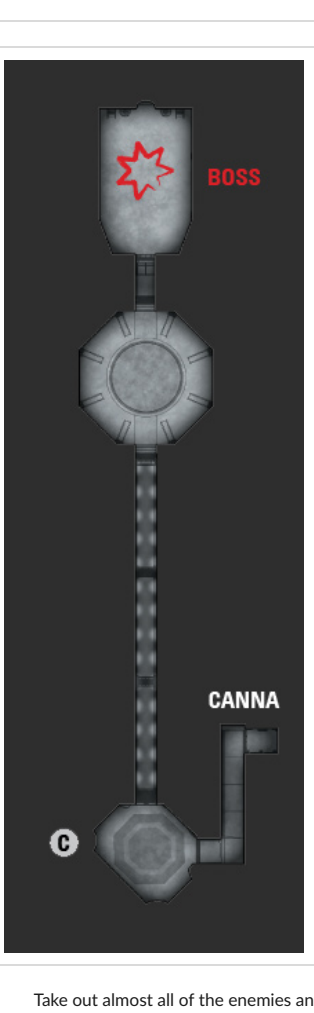
Slide to avoid it, then take out the Homunculi, Ourboros and Demon Baphomets that attack here. Continue down the hallway and through the door.

Kill the two Demon Baphomets in the next room, then proceed through the door and save your progress at the falcon on the left. Head back inside to initiate a cinematic.

Continue into the next room and shake off the sneak attack from the Ghost Soldier, then take down the Ghost Soldiers and Terrorists that attack.

Save Hayabusa's Ultimate Technique and Ninpo for the group of Alchemists that attack when the Ghost Soldiers and Terrorists are defeated.

After the Alchemists, more Ghost Soldiers and Terrorists, as well as a few Heavy Soldiers attack. *On Master Ninja, a Magna Persona Fiend joins the battle and there's no scene of Hayabusa's arm hurting.*



Take out almost all of the enemies and Hayabusa's arm begins to hurt again. Defeat any remaining enemies, then head through the doors and carry Canna down the hall.

Struggle out of the attacks while carrying Canna until the next cinematic begins.

BOSS BATTLE:
Prototype Goddess "Lovelace"

Close Range Abilities: Four-Hit Claw Combos, Three-Hit Kick Combos, Unblockable Grabs

Long Range Abilities: Projectile, Flying Kick, Acid Spray (with tentacle arms), Quick Swipe (with tentacle arms), Charge (with Demon arms), Jumping Smash (with Demon Arms), Two-Hit Lunge Attack Combo (with Demon arms)

Strategy: The Prototype's arms morph into three different forms, but all of them can be attacked in the same manner. In addition, all three have Unblockable Grabs when her hands glow red.

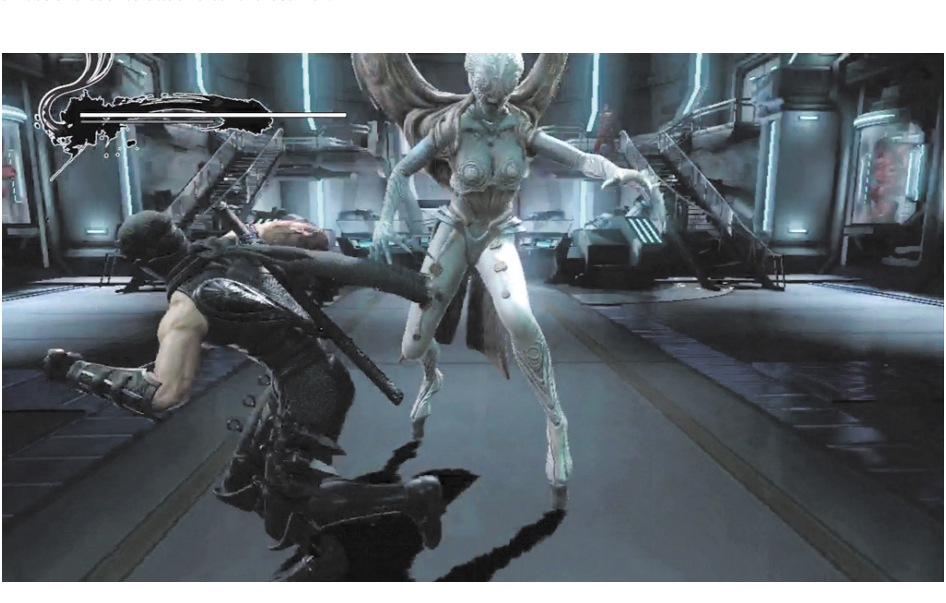
She starts with normal arms. Stay as close to her as possible when she's in this form.

If Hayabusa backs away from her when she has normal arms, she unleashes a barrage of projectile attacks that are hard to evade and inflict considerable damage.

Use Quick Attack combos until she evades or blocks. If she evades Hayabusa's attack, prepare to block the attack that follows.

If she blocks, wait for her to use a combo attack (four-hit claw combo or three-hit kick combo). Use multiple slides to evade the combo, then use a Quick Attack combo to counterattack.

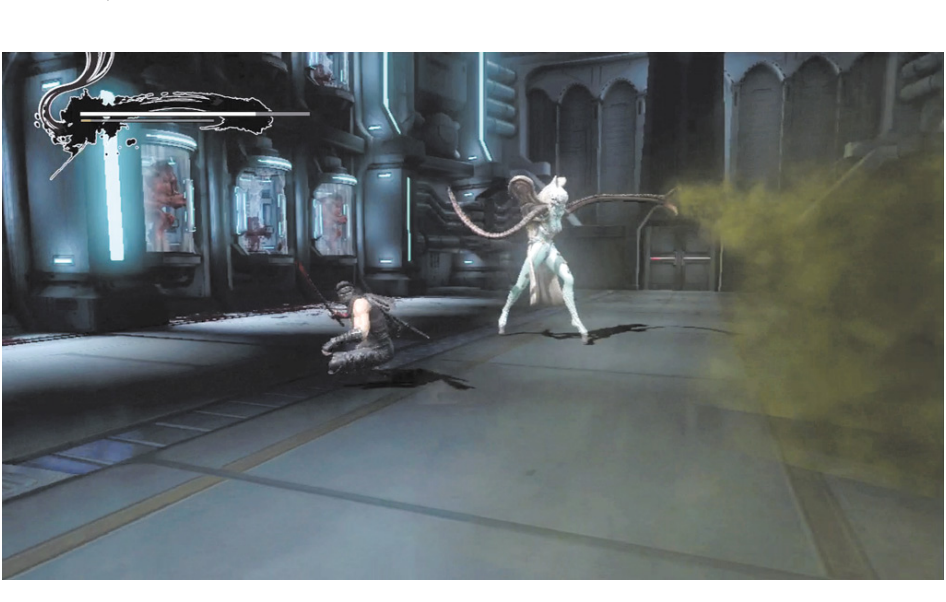
Occasionally she uses a kick combo that ends with three spinning kicks. Treat this the same way as you would her other combos and counterattack after the last kick.



When her hands glow red, slide away as quickly as possible to avoid her Unblockable Grab attack. If she bends down, another Unblockable Grab is coming. This one is harder to see, so you must pay attention.

Continue to use Quick Attack combos until prompted to rapidly tap Strong Attack (Ⓨ or ▲) to slice off the Prototype's arms.

For a short time, the Prototype cannot use her Claw Combos. Keep attacking until she grows tentacle arms (similar to the arms of an Ourboros).

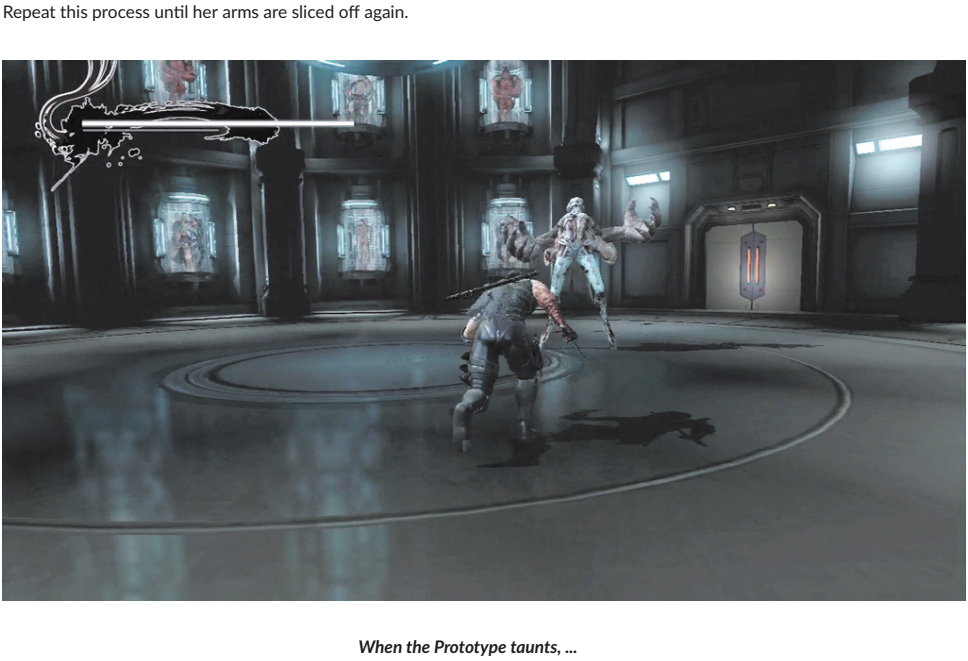


When the Prototype has tentacle arms, stay outside of her attack range, but close enough to reach her with one slide.

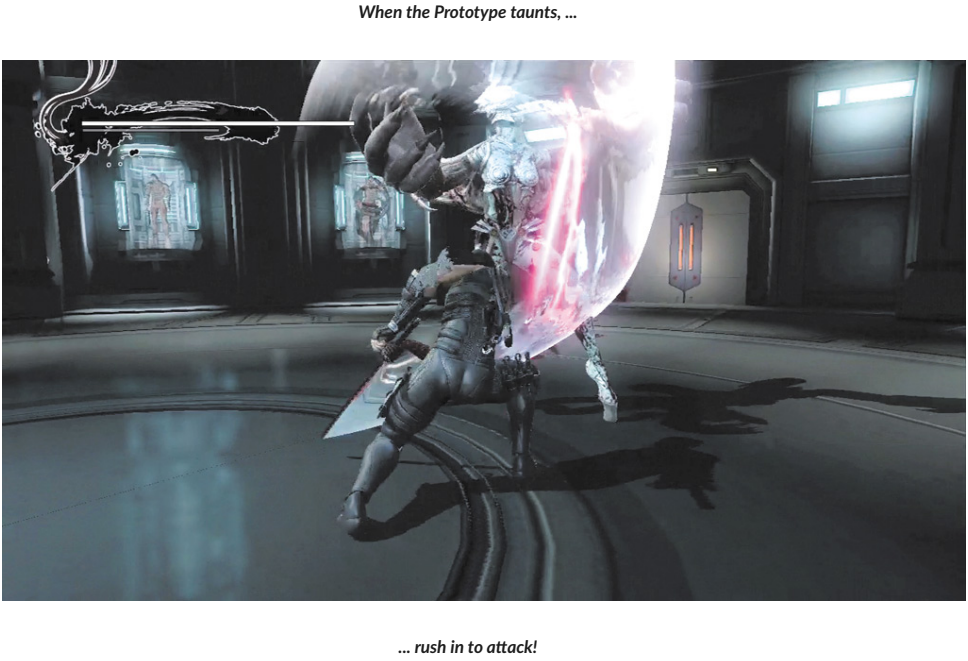
Keep in mind, immediately following a slide, Hayabusa's Quick Attack has considerable range, so you can remain a decent distance away from the Prototype.

Wait for her to use the Acid Spray, then quickly slide to the right and toward the Prototype and use Quick Attack combos to interrupt the Acid Spray before it reaches Hayabusa.

Repeat this process until her arms are sliced off again.



When the Prototype taunts, ...



... rush in to attack!

Demon arms appear next and look similar to the arms of a Demon Baphomet.

Wait for her to Charge or use the Jumping Smash attack. Slide to evade both attacks, then use a flurry of Quick Attacks until she deflects Hayabusa's sword.

When this happens, slide away from the Prototype to avoid her counterattack. If she taunts (looks up with her hands open), slide in and attack. Repeat this attack strategy until the Prototype runs off.

Head into the next room and press Left or Right on the Left Analog Stick while holding Block (LT or NEEDS SYMBOL) to evade the Prototype's next attack.

She starts with Demon arms this time and fights the same—except her Jumping Smash has a slightly larger attack radius and she has a lunging two-hit combo that has considerable range.

Use the same strategy as before until the Prototype's Demon arms are sliced off. She goes back to her normal arms, which are identical to the previous fight.

When these arms are sliced off, do not close in on the Prototype until the next set of arms are visible. From this point forward, if Hayabusa is too close to the Prototype when her new arms appear, he's knocked away and will take damage.

Continue fighting the Prototype using the same strategies as before. Once enough damage has been inflicted, she jumps on Hayabusa. At this point, rapidly tap Quick Attack (Ⓧ or ■) when prompted to finish off the Prototype Goddess "Lovelace".

NORMAL DIFFICULTY

On Hard difficulty, Hayabusa can work his way through this battle with relative ease. On Normal, this battle becomes even easier.

The Prototype's attacks don't inflict as much damage, which means Hayabusa can stay in the boss's face and use a barrage of Quick Attack combos to make quick work of the Prototype.

Even when the boss shifts forms, there really isn't much to worry about unless Hayabusa's Health Gauge is getting low. If that happens, shift back to the less aggressive Hard difficulty strategy to finish her off.

MASTER NINJA AND ULTIMATE NINJA DIFFICULTY

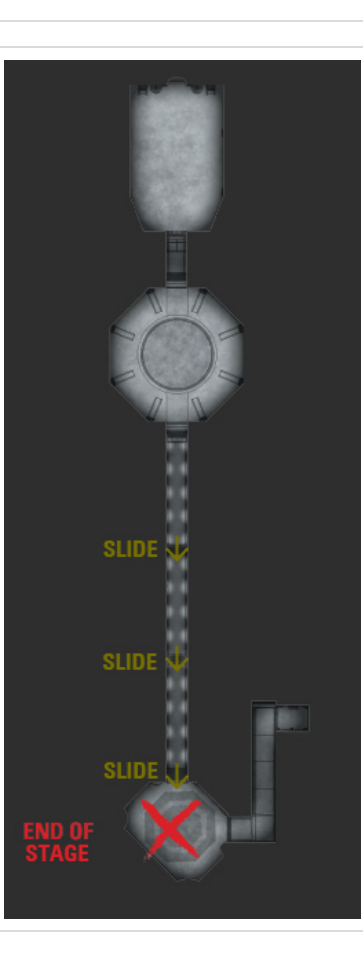
The Prototype Goddess "Lovelace" hits much harder on Master Ninja and Ultimate Ninja, but her attacks are still fairly easy to avoid.

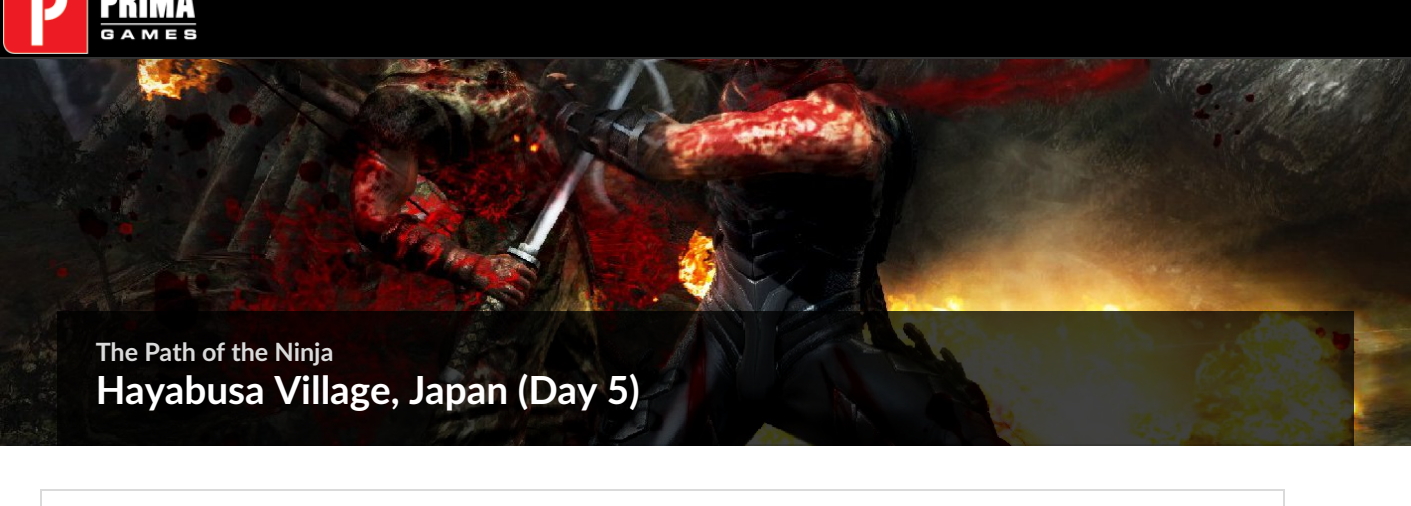
She's a little bit more aggressive, but not enough to change the strategy much from the Hard difficulty strategy. Just be cautious of her attacks and only counterattack when it's safe.

Defeat the Prototype Goddess "Lovelace", then head down the corridor. As you approach the door, her head attacks Hayabusa one last time.

Shake it off then continue down the hallway. Shake off the one Homunculus that attacks and ignore the others. Run down the hallway to make it past both doors before they close.

If you run the entire way, you do not have to slide. However, if you're held up by the Homunculi, you may have to slide to get under the last two doors.





The Path of the Ninja

Hayabusa Village, Japan (Day 5)

DAILY DETAILS	
New Enemies	Spider Aya Ninja
Bosses	Obaba

Walk forward to initiate a short cinematic and obtain a new sword. Head down the mountain and take out the Spider Talon Ninja, Spider Ninja, and Archers. *On Master Ninja, War Dogs join this battle.*

Head down the mountain to engage the Spider Aya Ninja that await. Continue down the mountain and kill more of the same: Spider Talon Ninja, Spider Ninja, and Archers.

When Hayabusa rounds the corner, several Archers attack from across the chasm, while Spider Talon Ninja attack from just ahead.

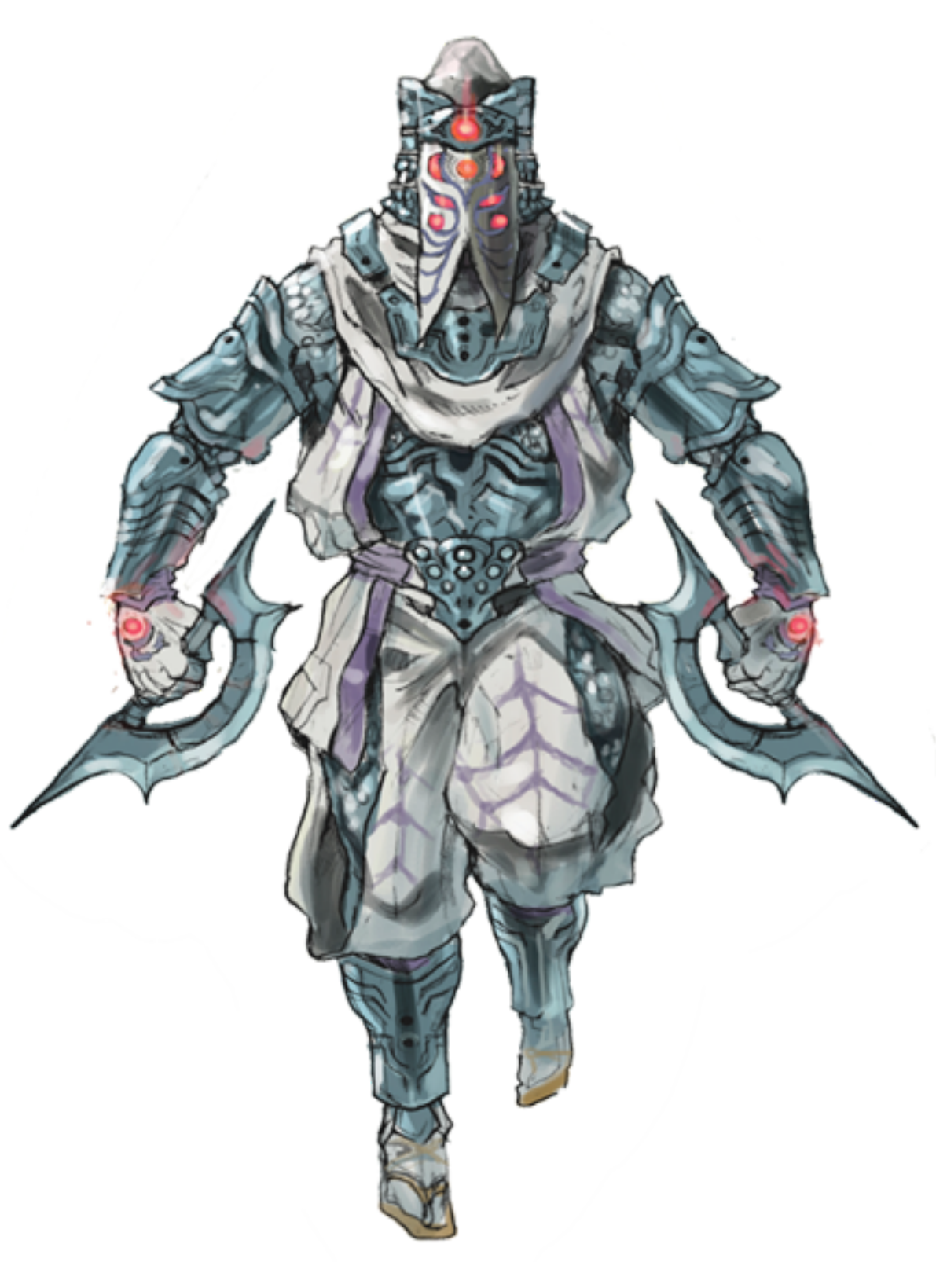
On Master Ninja, Spider Aya Ninja attack from the left, while a Magna Persona Fiend attacks from just ahead, both hovering over the chasm.

Use shuriken to take out the Spider Aya Ninja and arrows to make quick work of the Magna Persona. Use jumping arrow shots to take out the Archers, then focus on the Spider Talon Ninja.

Defeat them and continue down the mountain to kill more Spider Talon Ninja, Spider Ninja, and Archers.

First Appearance: *Spider Aya Ninja*

Class: WeakArrows: Yes
Izuna Drop: Yes
Range: Long
Power: 3
Priority: 4
Abilities/Weapons: Flame Column, Projectile Attack, Teleport Attack, Unblockable Grab, Teleport

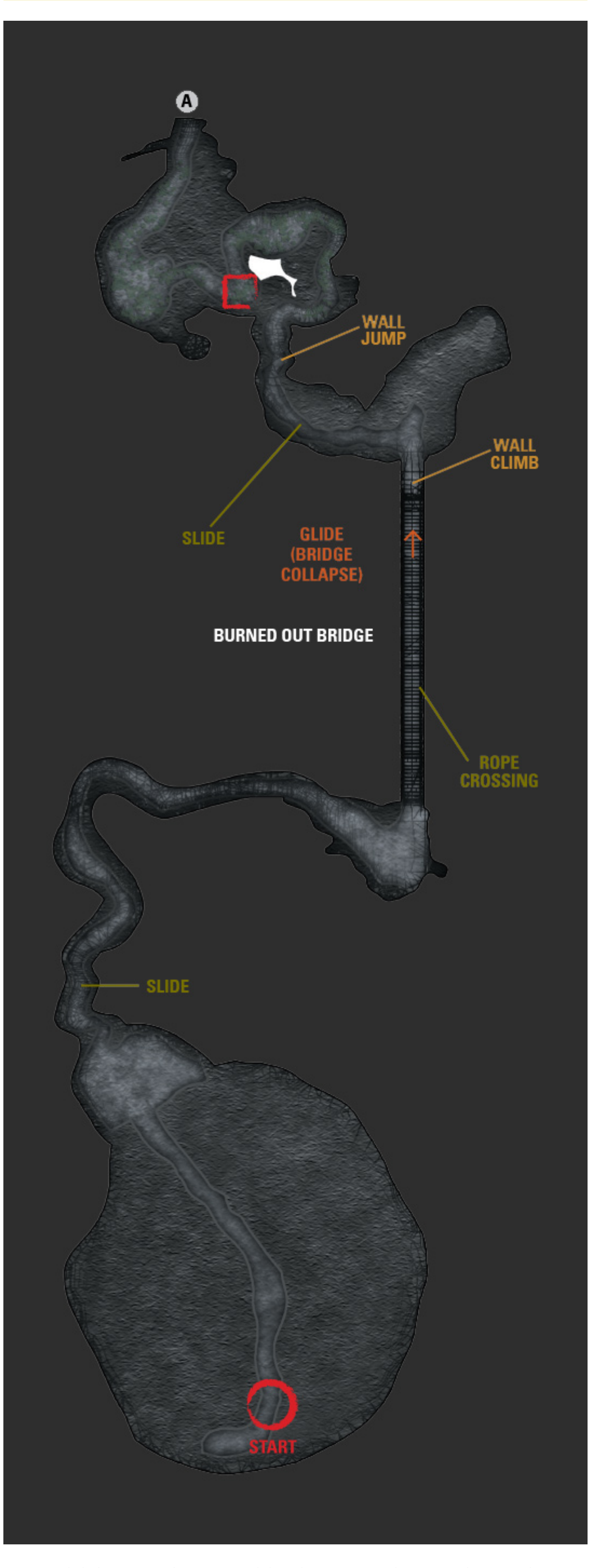


Strategy: When Hayabusa encounters a Spider Aya Ninja, in most cases take them out before focusing on the other enemies in the area.

Spider Aya Ninja have the ability to shoot flame-based projectiles from long range, and also create a vertical column of flame that appears directly under Hayabusa. However, they only use these attacks when they are left alone, as both attacks take time to execute.

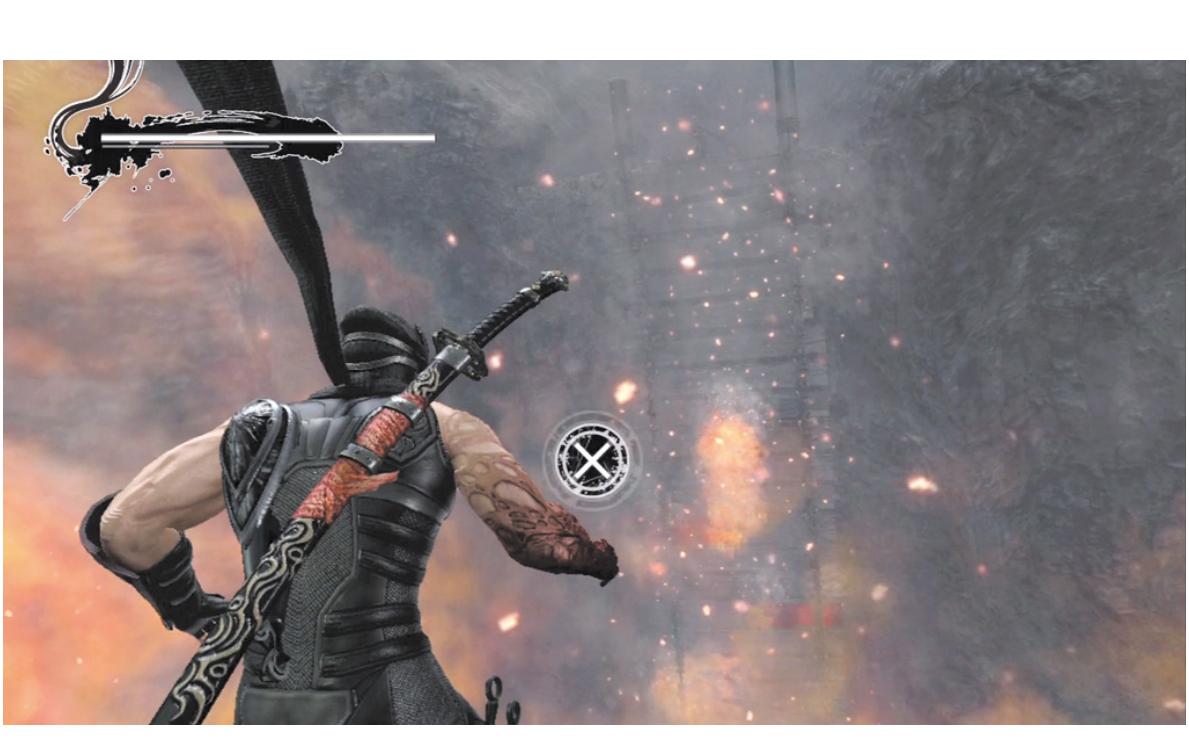
When a Spider Aya Ninja appears, take them out quickly with an Izuna Drop. Even if they block the initial Izuna Drop, keep attacking until they stop blocking.

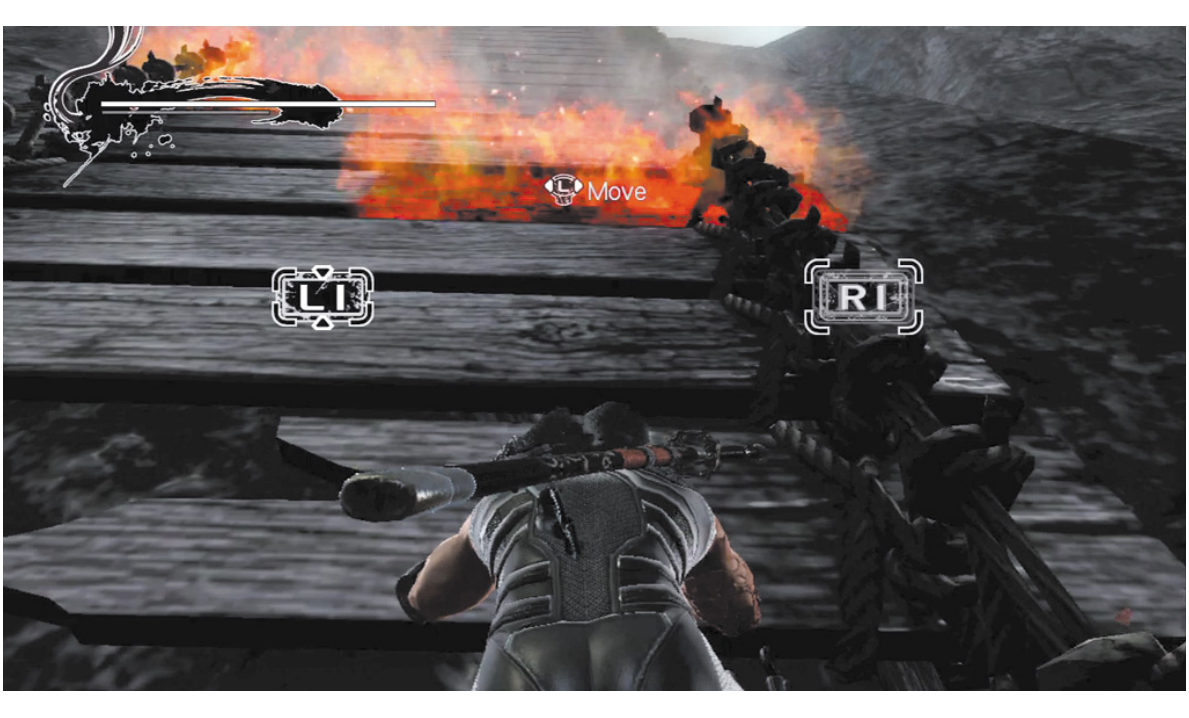
Unlike the Talon Ninja, the Aya are far easier to hit with an Izuna Drop.

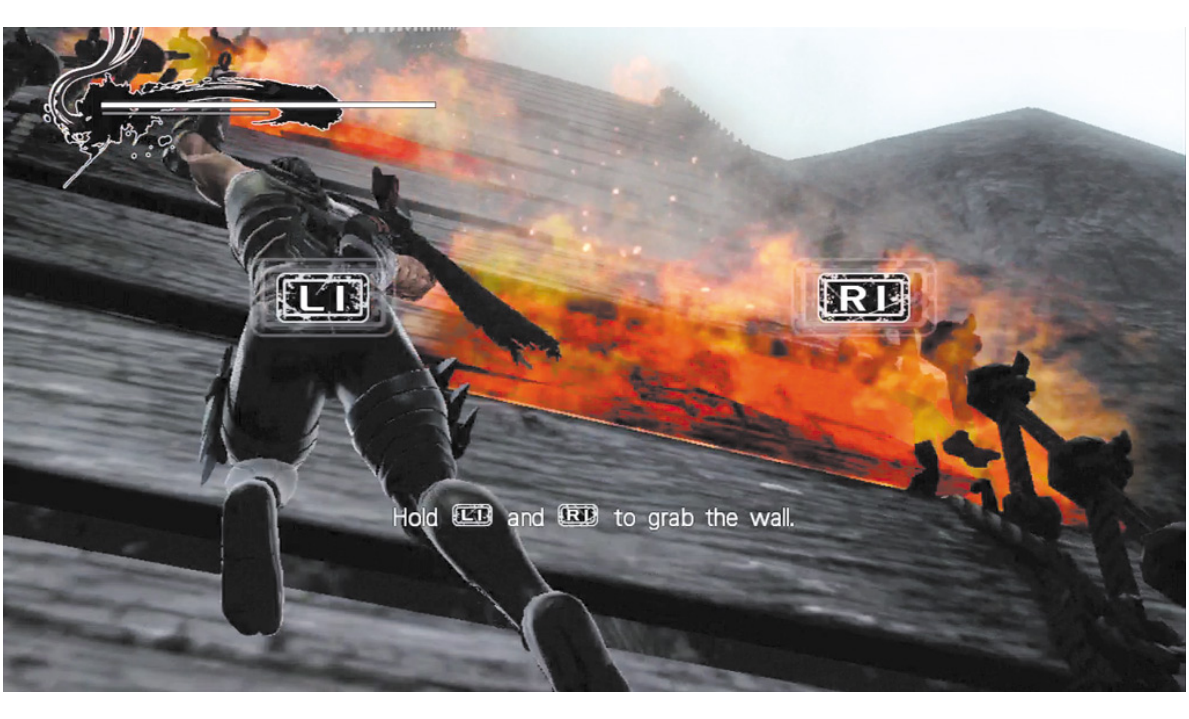


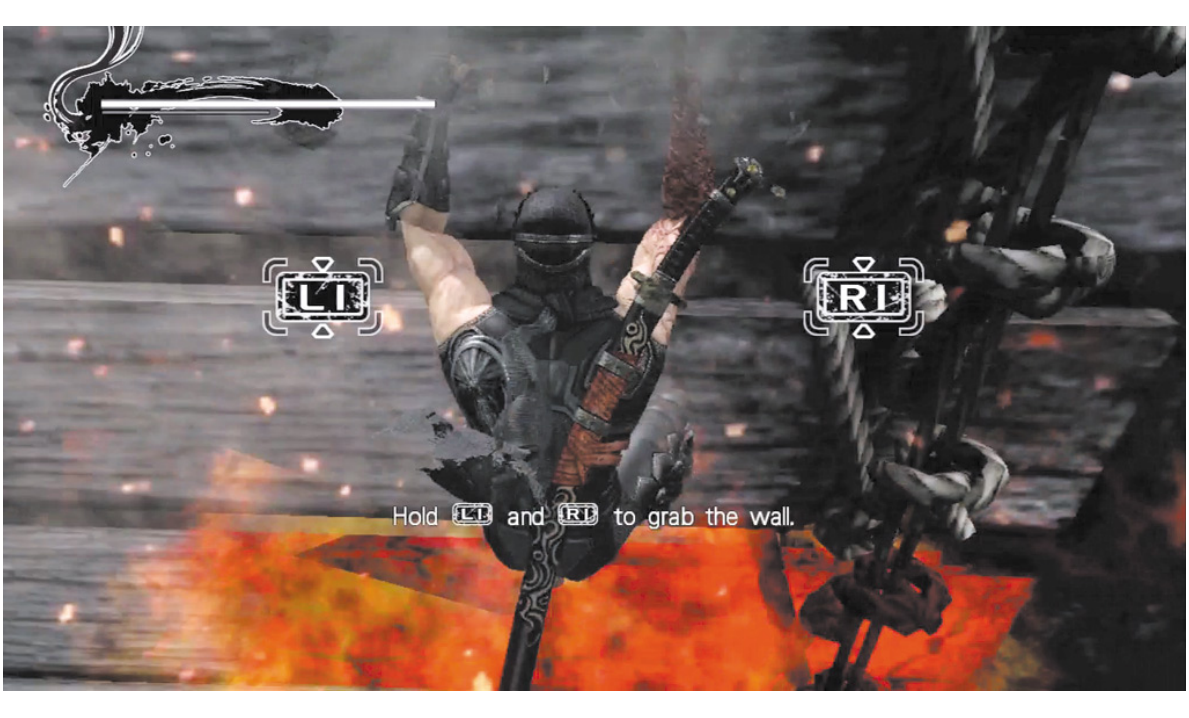
Move across the bridge to initiate a short cinematic with the Spider Aya Ninja. After the cinematic, when prompted, press Jump (X or ✕), then grab the rope by holding Block (LT or L1) and Center Camera (RB or R1).

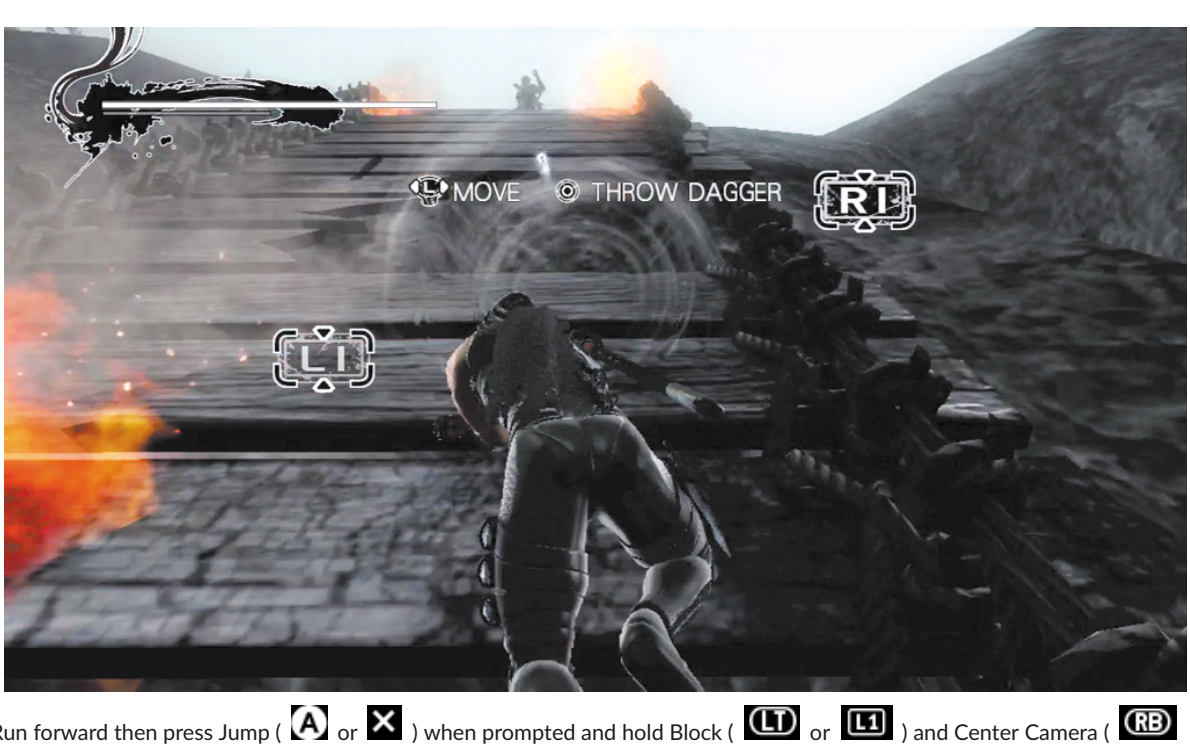
Throw a dagger to take out the Spider Aya Ninja, then jump across to the opposite side and throw another dagger to kill the next Spider Aya Ninja. Repeat this process until you reach the end of the bridge.











Run forward then press Jump (A or ✕) when prompted and hold Block (LT or L1) and Center Camera (RB or R1) to use the Kunai Climb on the collapsed bridge.

Make your way up the bridge, moving left and right to avoid the fire and broken wood.

The bridge collapses when you're halfway up, hold Block (LT or L1) and Center Camera (RB or R1) again to grab the bridge and continue working your way up.

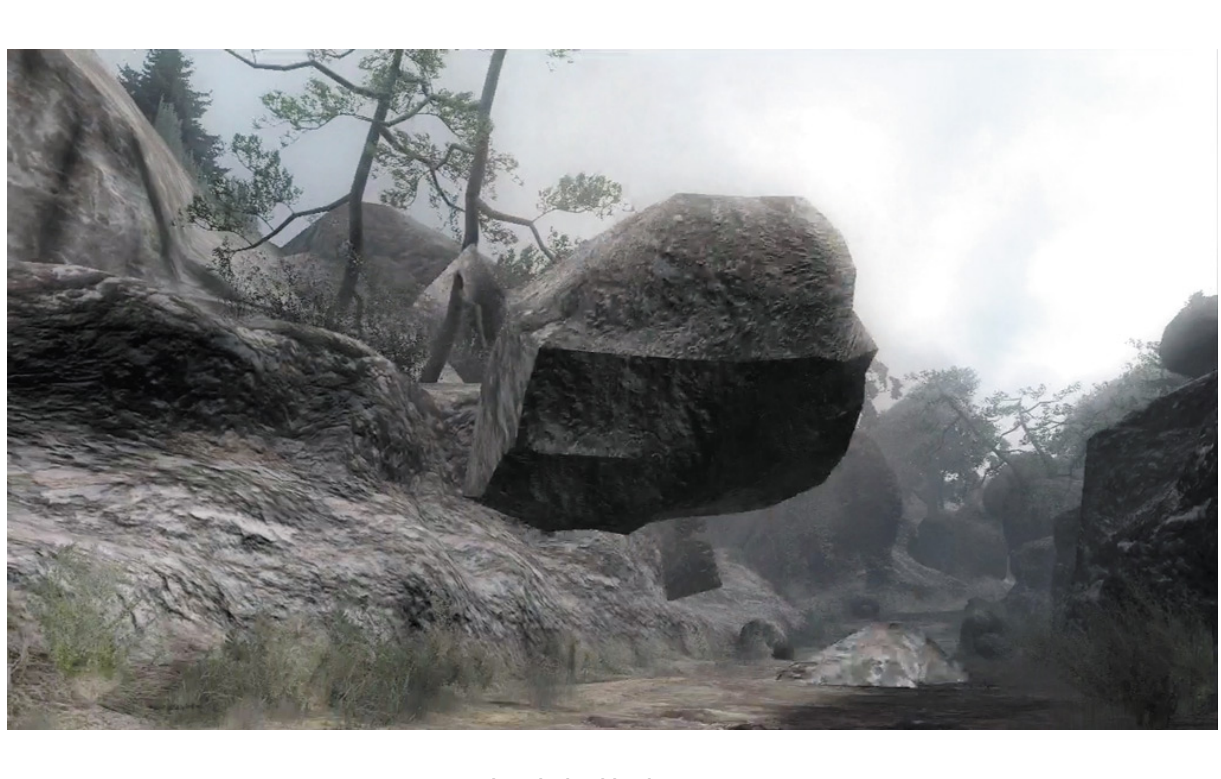
Throw a dagger to take out the enemy and quickly make your way to the top. The bridge begins to fall apart, which means you must move quickly to make it to the top alive.

Head down the path and slide under the fallen tree. Use the Flying Bird Flip to reach the top of the area. Take down the Spider Talon Ninja, Spider Ninja, and Archers that attack, then save your progress at the falcon.

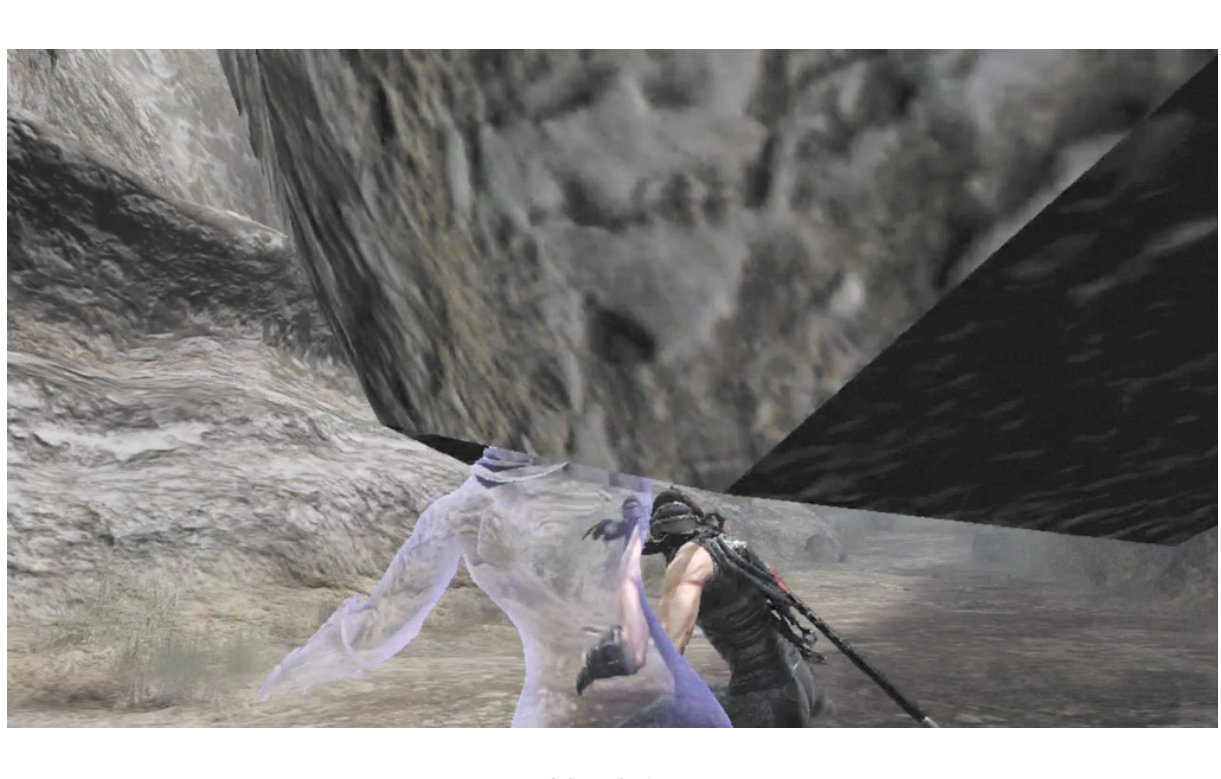
On Master Ninja, War Dogs and Light Shell Bugs join the battle. However, these Light Shell Bugs do not spawn from a nest, so there's no need to search for one.

Continue moving down the path and defeat the Spider Talon Ninja, Spider Ninja, and Archers in the grassy area ahead. Defeat the enemies, then slowly approach the falcon.

When Hayabusa gets near it, one last Spider Ninja attacks. Shake him off, then use the falcon to save your progress.



When the boulder drops, ...



... slide under it.

Head back into the grassy area to engage a group of Spider Aya Ninja, Spider Ninja, Archers, and Spider Talon Ninja.

Use jumping arrows to take down the Archers above, then focus on the Spider Aya Ninja, Spider Ninja, and Archers in the grassy area to build up Hayabusa's Ki Gauge and Ultimate Technique to make the Spider Talon Ninja easier to take down.

Go up the stairs and down the path. When a boulder drops from above, slide under it and engage the Spider Talon Ninja, Spider Ninja, Archers, and Spider Aya Ninja that attack.

Take out the Spider Aya Ninja when you see them to make this battle easier. If the bombs become too distracting, using jumping arrows to take out the Archers above.

They will respawn, but this gives you a small window without bombs.

On Master Ninja, Celsus Fiends and Assassins join the battle after the boulder drops, then you must shoot an arrow at the Spider Talon Ninja on top of the boulder ahead to continue on your way.

Continue down the path and engage the next set of Spider Talon Ninja, Spider Ninja, Archers, and Spider Aya Ninja. When only a few remain, Hayabusa's arm begins to hurt again.

Kill the remaining enemies, then hobble and crawl your way up the mountain to initiate another cinematic.

On Master Ninja, this battle consists of Spider Talon Ninja, followed by Spider Aya Ninja, then a Magna Persona Fiend.

Hayabusa's arm does not begin to hurt until after the Magna Persona Fiend and eventual Magna Fiend are defeated.

After the cinematic, head through the village to trigger another short cinematic. Walk onto the platform and aim Hayabusa's bow at one of the targets, then head to the left for one more cinematic.

Go through the gate and press Block (LT or L1) and Quick Attack (X or ■) when prompted.

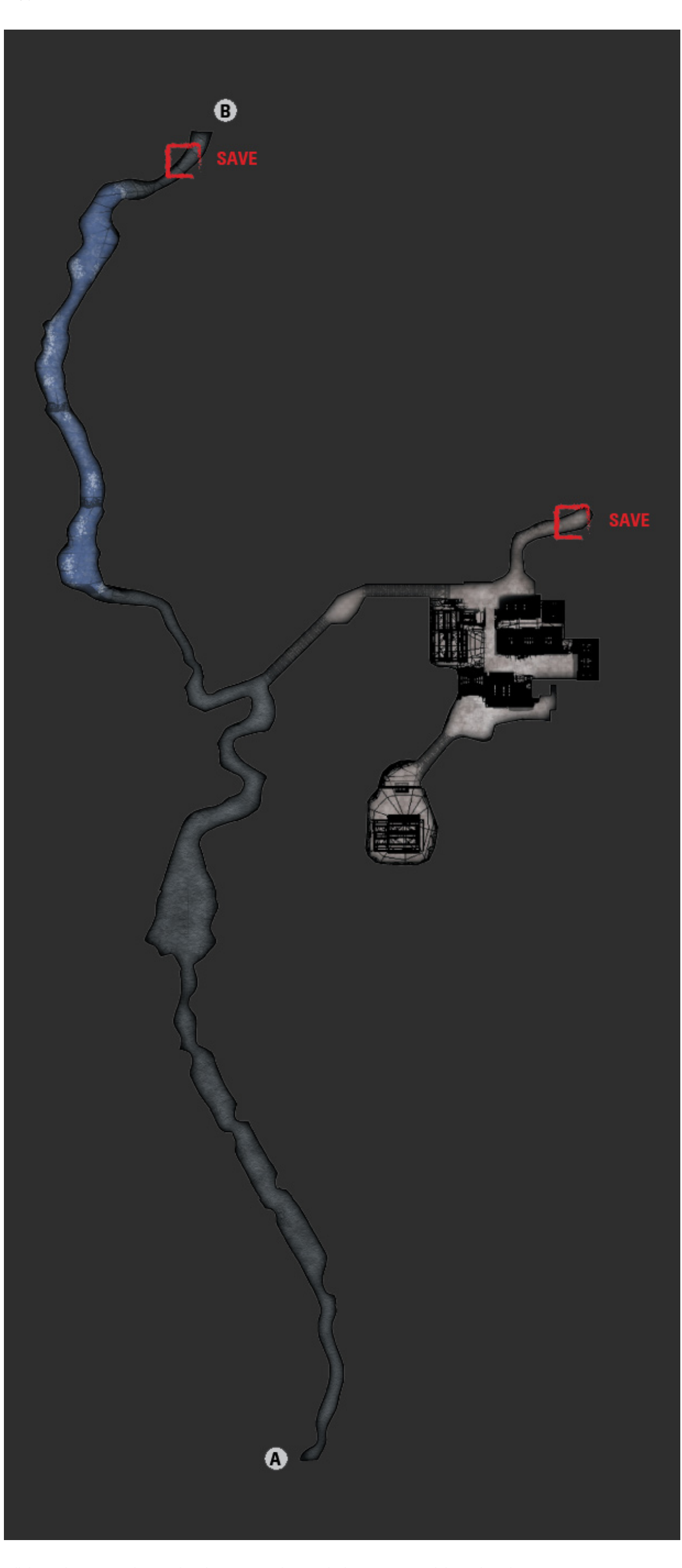
Go up the stairs and save your progress at the falcon, then head toward the grave at the end. Follow Momiji down the path and take out the Spider Talon Ninja, Spider Ninja, and Archers that attack.

On Master Ninja, War Dogs and one Alchemist attack. When you get to the river ahead, more Alchemists attack, followed by several Spider Talon Ninja.

More Alchemists attack down the river, followed immediately by a group of Spider Aya Ninja, but Hayabusa's arm never hurts during this battle like it does on lower difficulty settings.

Continue down the path and through the river to engage the next set of Spider Talon Ninja, Spider Ninja ,and Archers.

Toward the end of the battle, Hayabusa's arm begins to hurt again. Walk toward Momiji to heal it, then keep moving down the river.

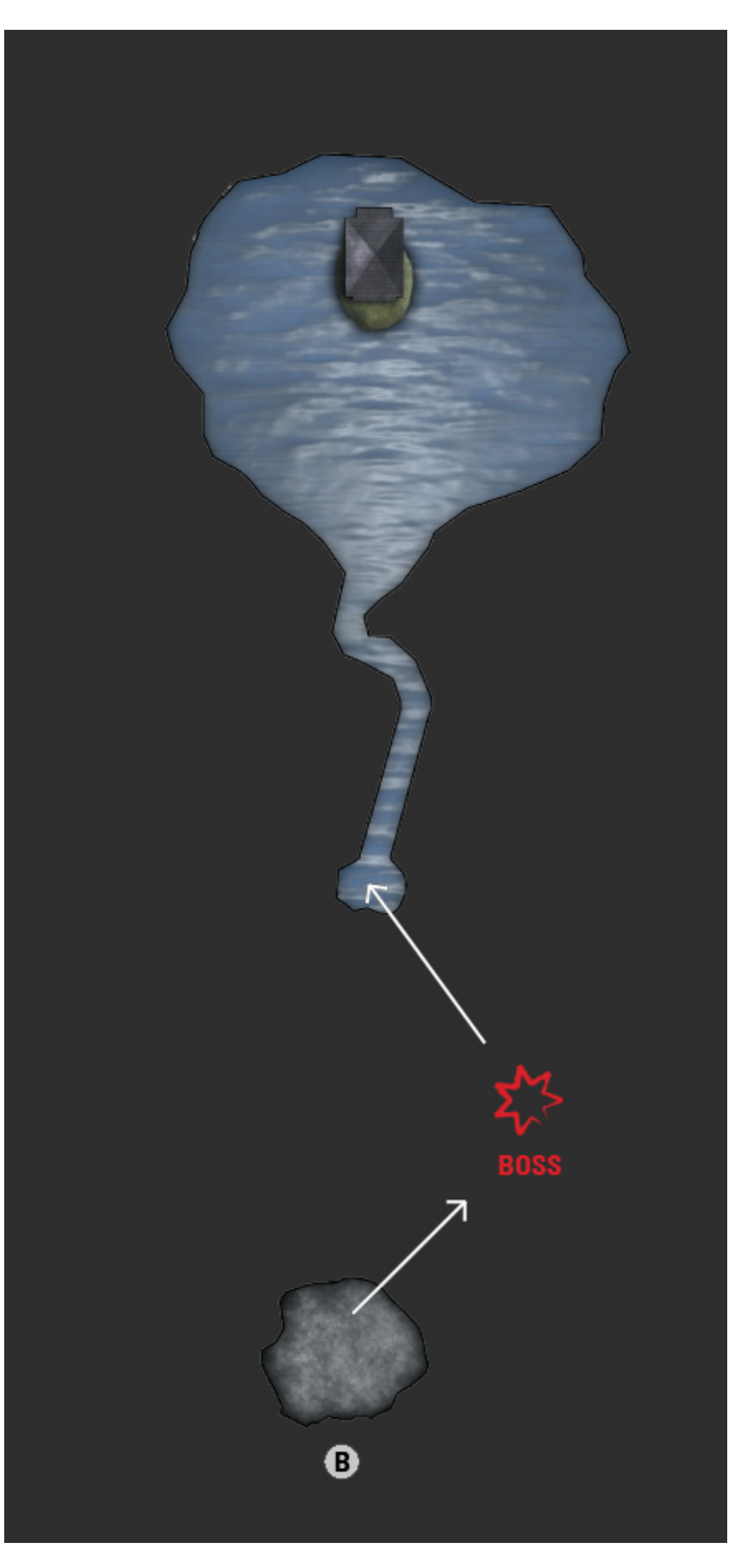


Kill the Spider Ninja, Archers, and Spider Aya Ninja that attack, then move toward the spiderweb.

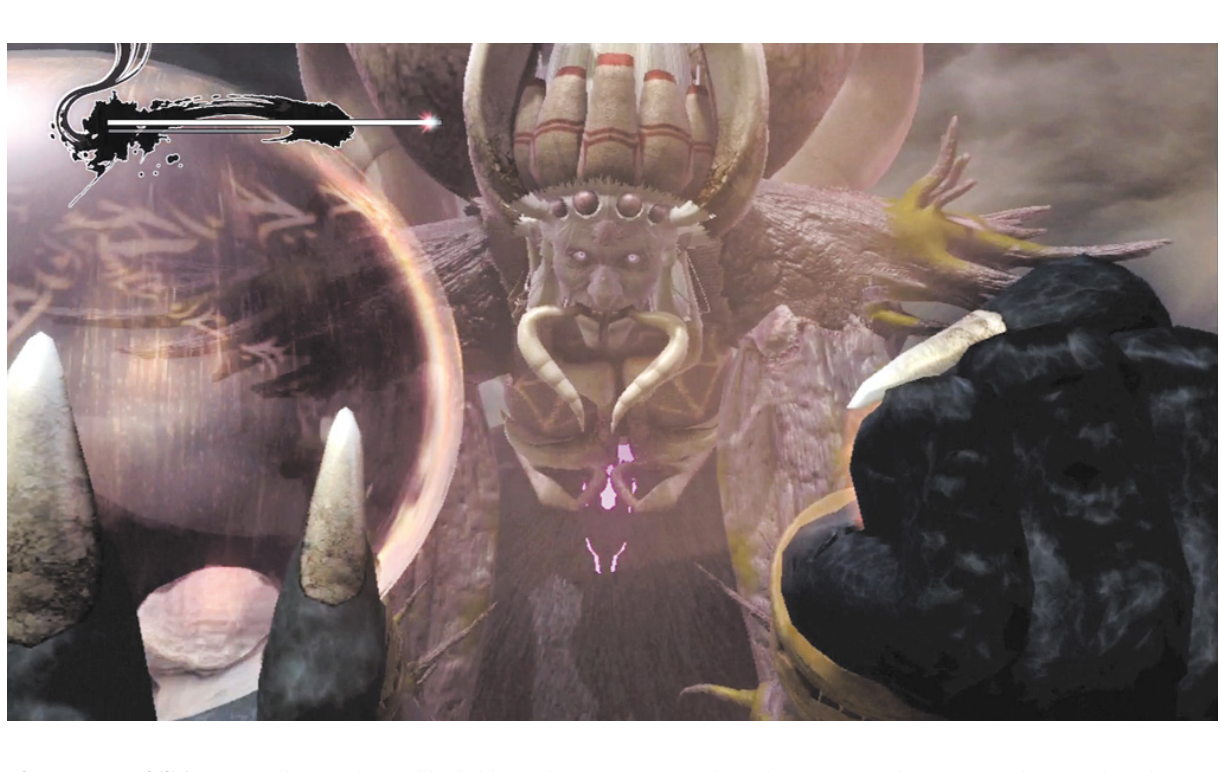
After Momiji removes the web, save your progress at the falcon on the right and continue toward the shrine to fight more Spider Ninja, Archers, and Spider Talon Ninja.

When you defeat the enemies, a spell resurrects them and you must fight once again. After killing a few of them, Hayabusa's arm starts to hurt.

Move toward Momiji again to have it healed, then defeat a few more to trigger another cinematic, followed by a boss battle against Obaba.



BOSS BATTLE: *Obaba*



Close Range Abilities: Tentacle Attacks, Unblockable Grabs, Summons Spider Talon Ninja, Spider Ninja, Archers, and Spider Aya Ninja

Long Range Abilities: Hand Slam, Projectile

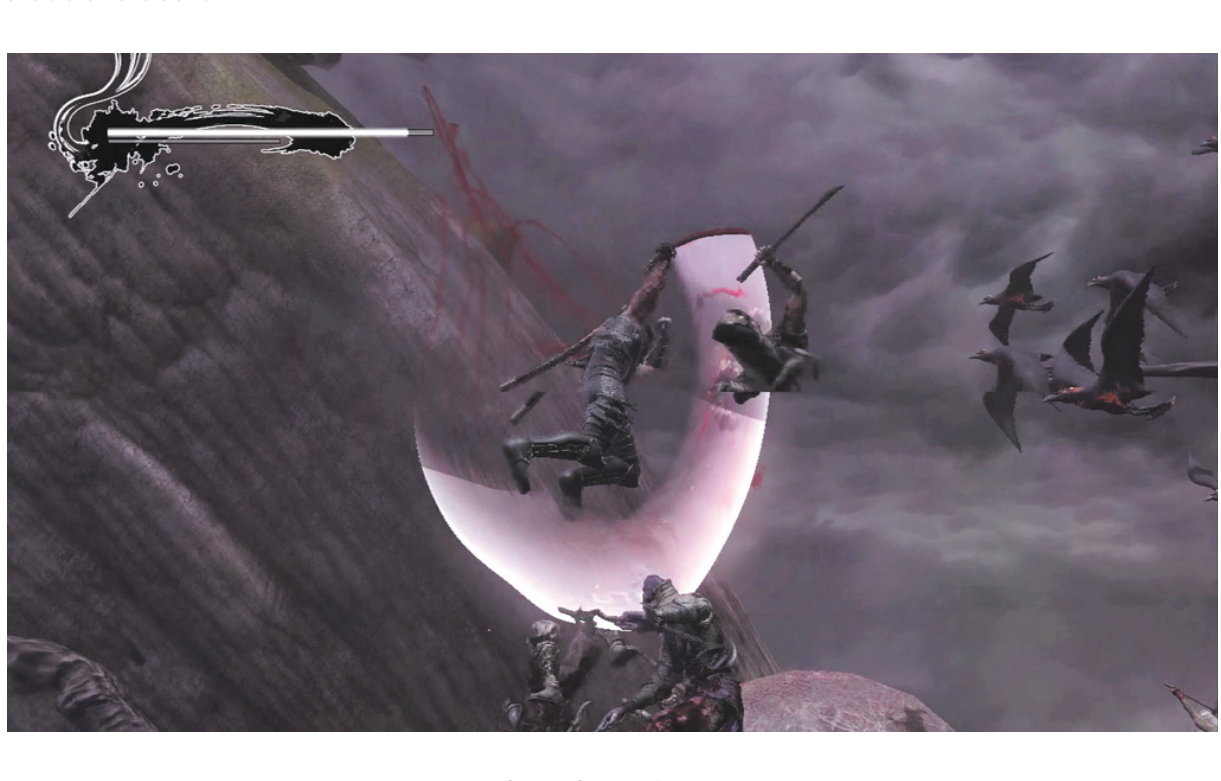
Strategy: Rapidly tap Quick Attack (X or ■) to escape Obaba's grasp. Do this as quickly as possible to limit the amount of damage inflicted upon Hayabusa.

Spider Talon Ninja, Spider Ninja, Archers, and Spider Aya Ninja appear on Obaba's arm, near Hayabusa.

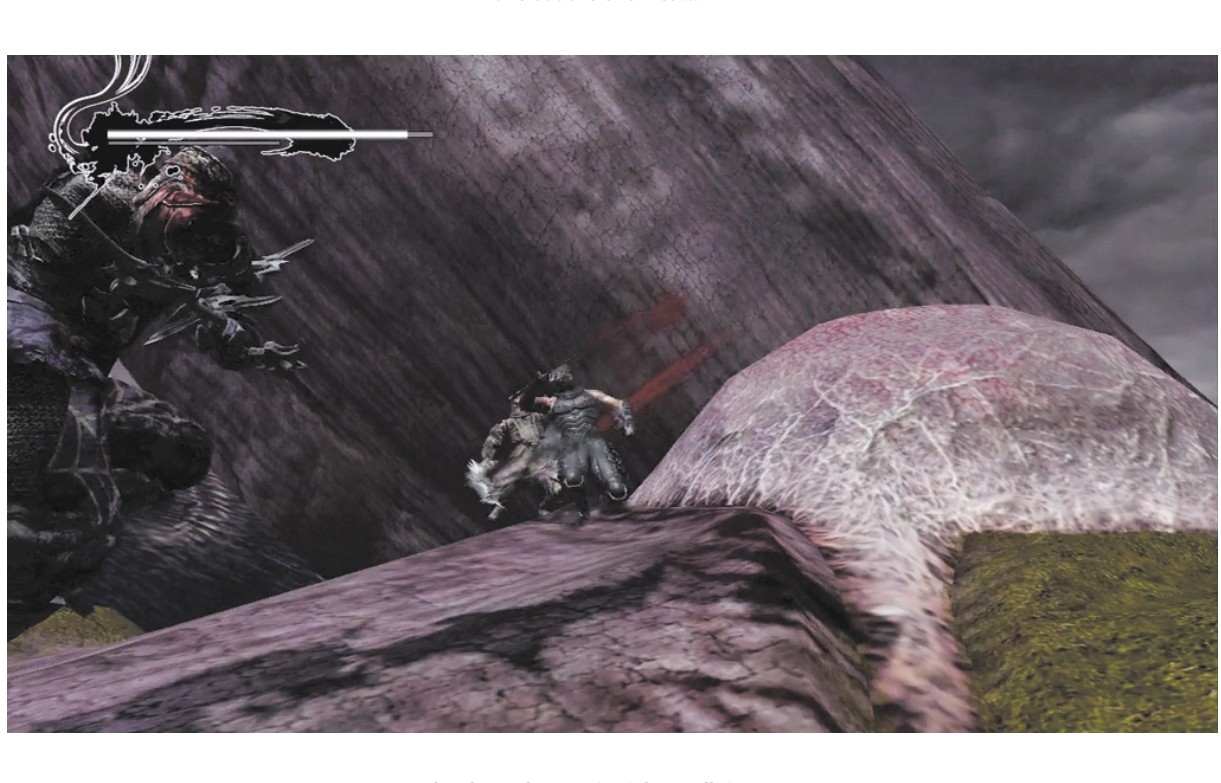
Defeat them, then slice up the core (the glowing red mound) near the end of Obaba's arm.

When she starts to move, shoot an arrow at her hand as quickly as possible to stop the Hand Slam attack.

If you're too late in shooting at Obaba's hand and she makes a fist, move to the left side of her arm, away from the core to avoid the Hand Slam.



Take out the enemies ...

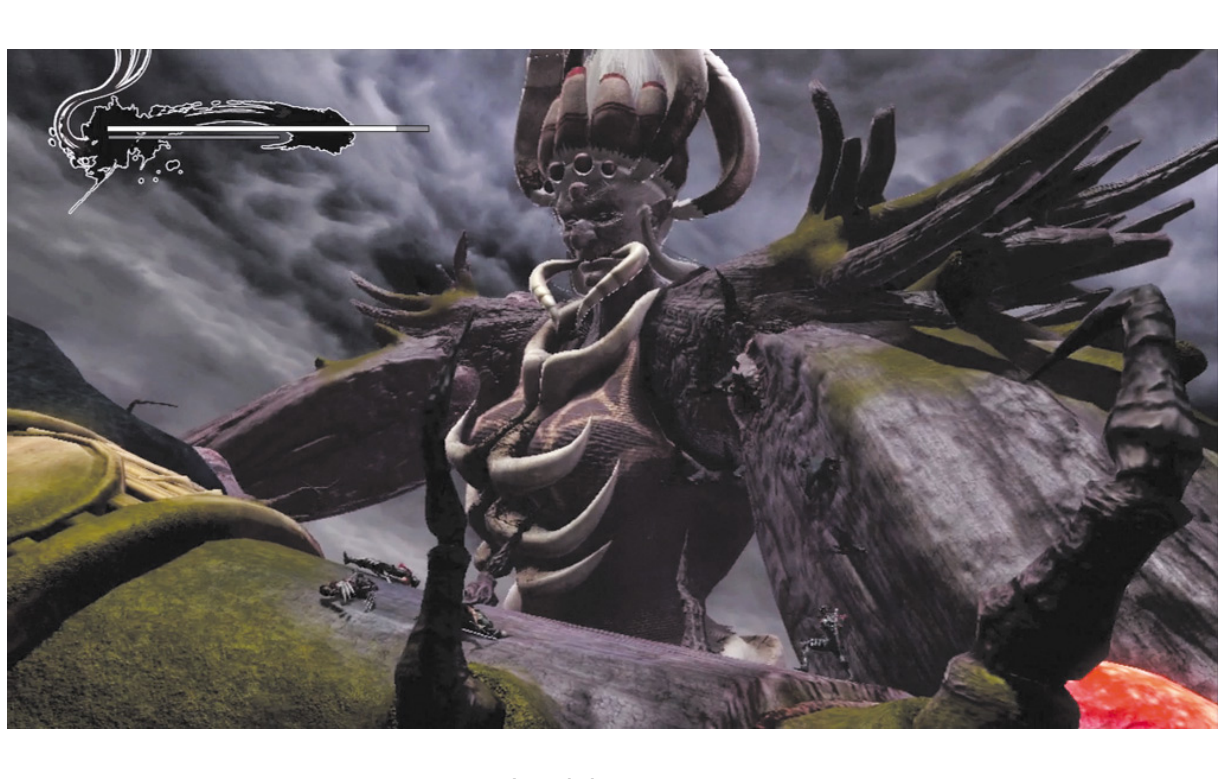


... but keep the core in sight at all times.

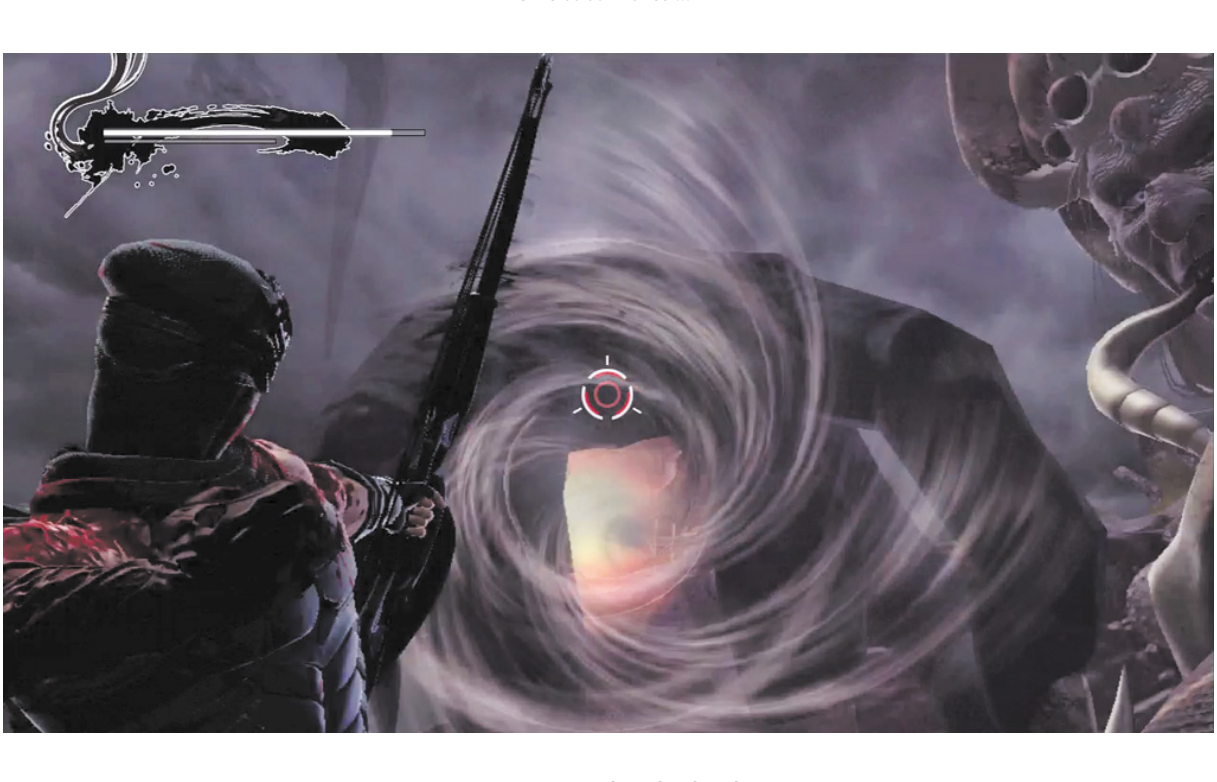
When the Spider Talon Ninja, Spider Ninja, Archers, and Spider Aya Ninja are resurrected, stay close to the core and make sure it's visible at all times.

As soon as the core glows red again, ignore the enemies and attack it. If the enemies get in the way, take them out as quickly as possible, then continue to attack the core.

If too much time passes, Obaba attempts the Hand Slam attack again.



When Obaba moves ...



... use an arrow to shoot her hand.

Repeat this strategy and continue to attack the core until prompted to rapidly tap Strong Attack (Y or ▲) to destroy it.

Glide to the next core and hold Block (LT or L1) and Center Camera (RB or R1) to initiate a Kunai Climb.

Start climbing toward the next core and move to the left or right to avoid Obaba's tentacle attacks.

When Hayabusa reaches the core, press Strong Attack (Y or ▲), then rapidly tap Strong Attack (Y or ▲) as prompted to destroy the next two cores with Momiji.

Take out the Spider Ninja and Archers that spawn, then attack the next core. Keep Obaba's head in sight to avoid her projectile attack.

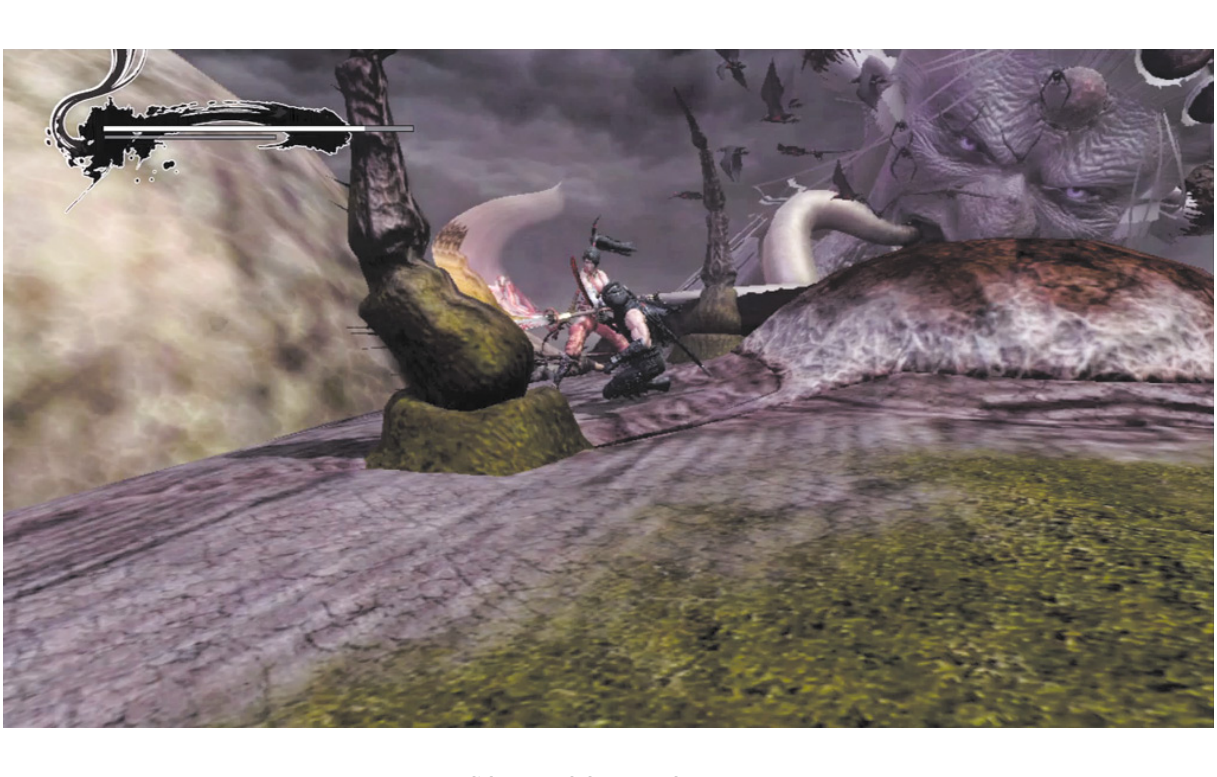
When you see it coming, slide out the way (it is also possible to attack the projectile, but the timing can be tricky), then continue attacking the core.

If the Spider Ninja and Archers are resurrected, keep the core in sight and attack the enemies until the core glows red again, and then go back to attacking the core.

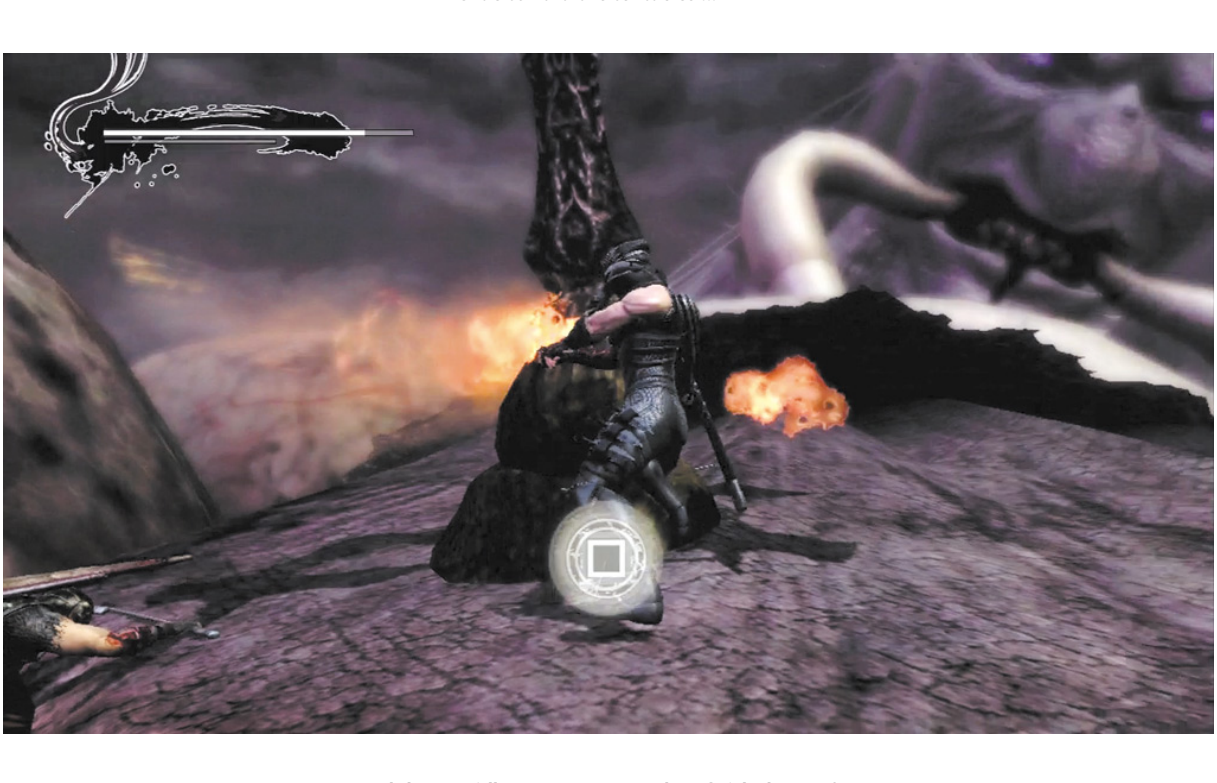
When a force field appears in the area around the core, watch out for more tentacles. Slide toward them to avoid an attack, then use Quick Attack combos until prompted to rapidly tap Strong Attack (Y or ▲).

Take out all of the tentacles, then continue to attack the core. If the Spider Ninja and Archers resurrect again, defeat them and continue to focus on the core.

Rapidly tap Strong Attack (Y or ▲)when prompted to take out the core, then press Jump (A or ✕), rapidly tap Strong Attack (Y or ▲), and press Shuriken (B or ●) when prompted to finish the battle and save Momiji.



Slide toward the tentacles ...



... and then rapidly tap Strong Attack to finish them off.

NORMAL DIFFICULTY

This battle doesn't change much between difficulty settings. On Normal, you can ignore the Spider Talon Ninja, Spider Ninja, Archers, and Spider Aya Ninja and just focus on the core when it glows red.

Even if the other enemies attack Hayabusa, the damage inflicted is negligible.

The cores are destroyed relatively quickly on this difficulty setting, so there isn't much to worry about from the other enemies.

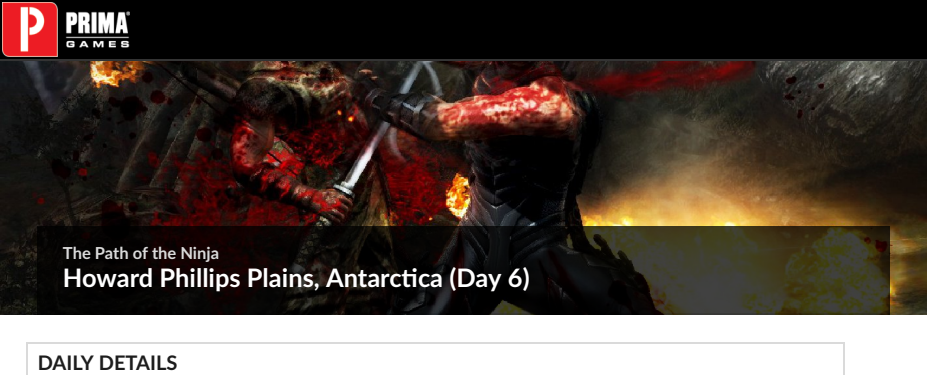
MASTER NINJA AND ULTIMATE NINJA DIFFICULTY

On Master Ninja and Ultimate Ninja, it's important to keep a close eye on the enemies that surround the cores.

The Spider Talon Ninja, Spider Ninja, Archers, and Spider Aya Ninja inflict considerable damage to Hayabusa and can end this battle before it begins if you're not careful.

Focus on the cores when they glow red, but keep the other enemies in view and attack them if they close in on Hayabusa.

During the latter half of the battle, watch out for Obaba's Projectile Attack and take out any tentacles that are within Hayabusa's attack range.



The Path of the Ninja

Howard Phillips Plains, Antarctica (Day 6)

DAILY DETAILS	
New Enemies	Celsus Fiend, Magna Fiend, Magna Persona Fiend
Bosses	Epigonos, Epigonos (Final Form)

Head into the base and follow the prompts to dodge the attacking Assassin (White). Take out the rest of the Assassins (White) and continue through the base.

On Master Ninja, a group of Heavy Soldiers (White) attack alongside the Assassins (White). Defeat them and a group of Alchemists (White) attack.

During both attacks, Snowmobile Soldiers are circling around Hayabusa. Ignore them and focus on the other enemies.

You cannot target the Snowmobile Soldiers with the bow, but if you're close to one, a single Strong Attack is enough to finish them off.

After the Alchemists (White) are defeated, you can target the Snowmobile Soldiers and continue through the game.

Several Sandmobile Soldiers attack. Use the bow to take them down, but do not jump in the air and slide after every shot to avoid the Sandmobile Soldiers and the missiles the Sandmobile Soldiers shoot.

An avalanche occurs mid-battle. Press Jump (A or ✕) when prompted, then hold Block (LT or L1) and Center Camera (RB or R1) to execute a Kunai Climb. During the climb, move left or right to avoid the falling ice.

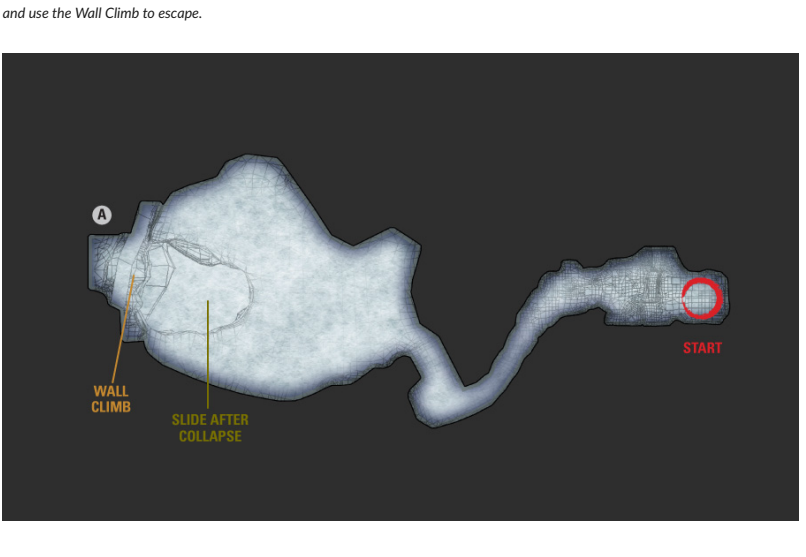
When you reach the top, access the falcon on the right to save your progress and continue through the cave.

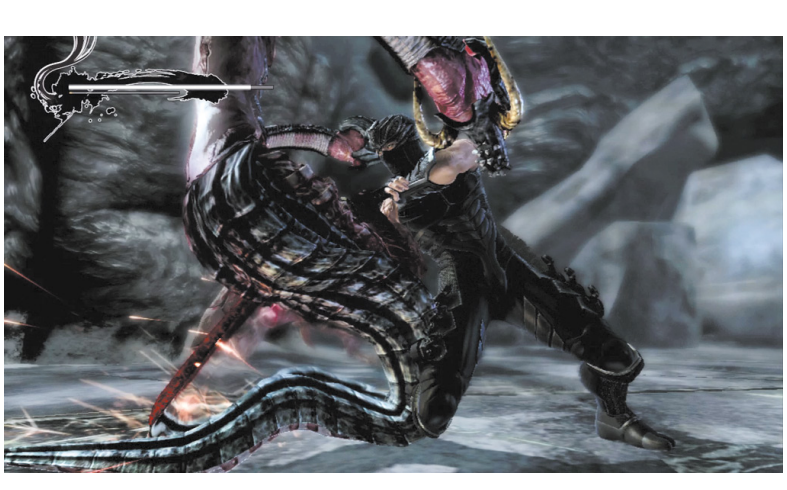
When Hayabusa enters the next open area, press Up on the Left Analog Stick and hold Block (LT or L1) to evade an attack from the Demon Baphomet. Two Demon Baphomets and an Ourboros attack in this room.

Defeat the Ourboros and another Demon Baphomet appears. If you kill any of the Demon Baphomets, two Ourboros appear.

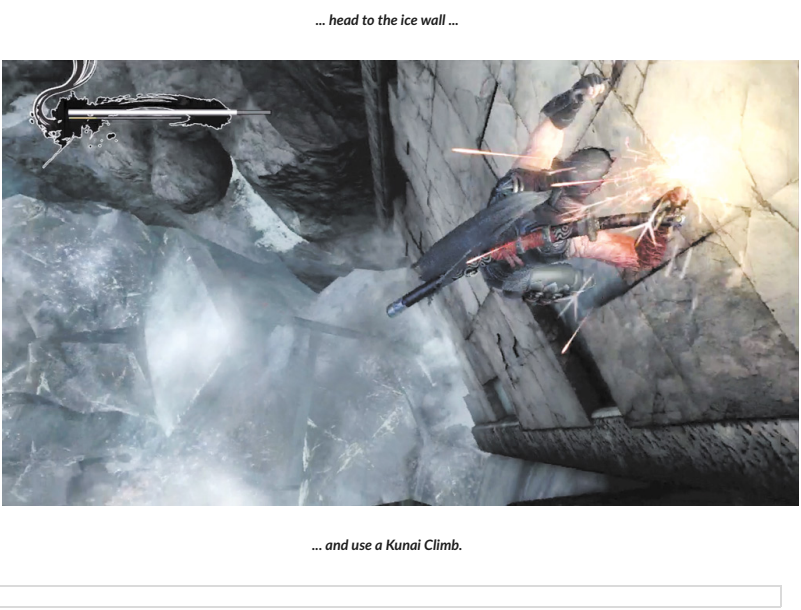
On Master Ninja, the battle starts the same, with two Demon Baphomets and one Ourboros. However, after defeating the Ourboros, another appears, followed by a Demon Baphomet when the next enemy dies, and finally another Ourboros.

When all of the enemies are down, the floor begins to shake and a group of Celsus Fiends appear. Ignore them, head for the ice wall and use the Wall Climb to escape.





... head to the ice wall ...



... and use a Kunai Climb.

Take down the first Ourboros to start building up to an Ultimate Technique. Try to focus on only one Demon Baphomet in order to spawn two more Ourboros.

Kill two Ourboros and a Demon Baphomet to obtain an Ultimate Technique, then use it to defeat the remaining enemies and spawn another Ourboros and two Demon Baphomets.

This also gives Hayabusa another Ultimate Technique, so use it to take down the newly spawned enemies and gain a third Ultimate Technique, with one Ourboros left. Defeat the last Ourboros and the ground begins to shake.

Ignore any other enemies that spawn and head toward the ice wall before the ground falls out from under Hayabusa. Use the Kunai Climb to reach the top, then slide through the opening.

Light Shell Bugs are found here, but ignore them for now and slide to the end of the cavern to take out the nest.

Defeat the remaining Light Shell Bugs, then use the Flying Bird Flip to reach the top of the area and engage the Homunculi and Light Shell Bugs that attack.

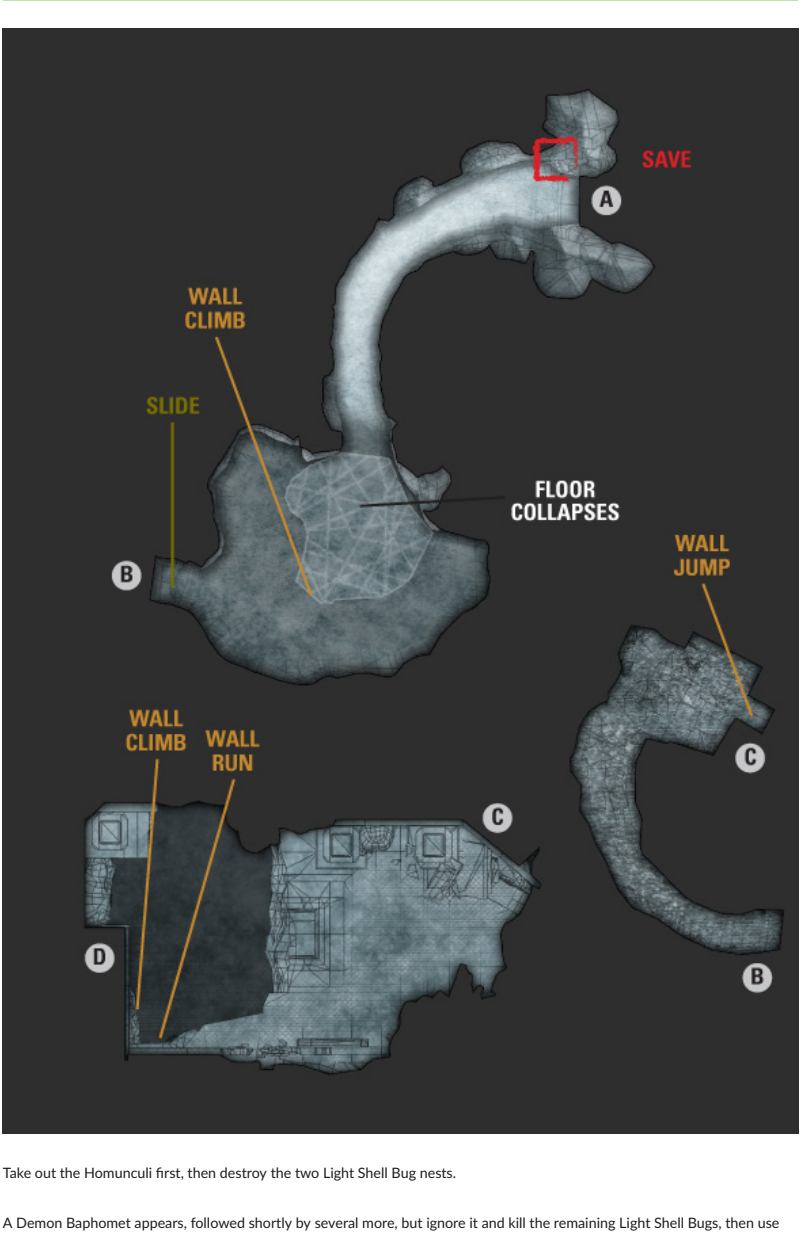
On Master Ninja, Alchemists (White) spawn as soon as the first nest is destroyed. Ignore them and Flying Bird Flip to the top of the cavern to find Celsus Fiends alongside the Light Shell Bugs, instead of Homunculi.

Immediately slide toward the end of the cavern until the Light Shell Bug nest is visible above. Use a jumping arrow to shoot down the nest, then Wall Run into a Kunai Climb to escape the area.

TIP

It is not necessary to fight the Homunculi, Light Shell Bugs, or Demon Baphomets here.

Simply jump on the Homunculi heads to avoid their Unblockable Grab, destroy the two nests with jumping arrows, and then Wall Run and Kunai Climb out of the area.

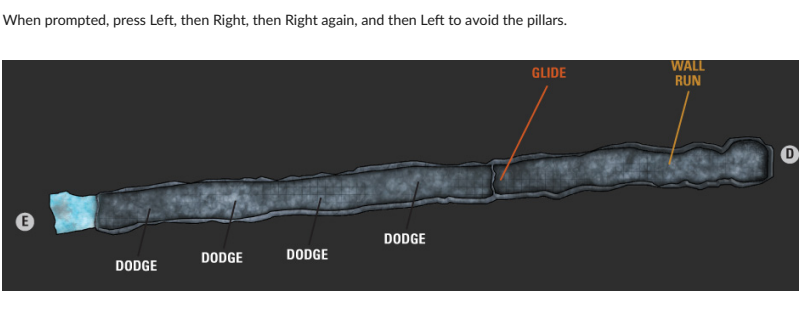


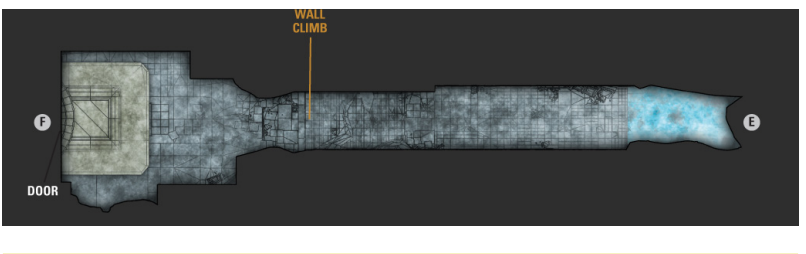
Take out the Homunculi first, then destroy the two Light Shell Bug nests.

A Demon Baphomet appears, followed shortly by several more, but ignore it and kill the remaining Light Shell Bugs, then use the Wall Run and Kunai Climb to reach the top of the area.

Run ahead and Wall Run beyond the gap. When the ice breaks, jump when prompted, then hold Block (LT or L1) and use the Left Analog Stick to evade the falling ice pillars.

When prompted, press Left, then Right, then Right again, and then Left to avoid the pillars.





FIRST APPEARANCE:
Celsus Fiend

Class: Weak
Izuna Drop: Yes
Arrows: Yes
Reach: Short
Power: 3
Priority: 2
Abilities/Weapons: Unblockable Grab, Suicide Explosion, Dive Attack

Strategy: Celsus Fiends are very agile and can be more annoying than most other enemies. At close range, they use an Unblockable Grab that inflicts a considerable amount of damage.

From a moderate distance they use a Diving Attack that is difficult to avoid and can be used simply to close in on Hayabusa to then use an Unblockable Grab.

The Izuna Drop works well against, but even after death they can be hazardous.

It is not uncommon for a group of Celsus Fiends to resurrect after death and use a Suicide Explosion.

This often occurs in mass when a Magna Persona Fiend is close by, but can happen even when no Magna Persona Fiends are around.

During this sequence, a Celsus Fiend starts crawling around and attempts to jump on Hayabusa and explode.

Even if they do not grab Hayabusa, they still explode after a short time.

Use an Obliteration Technique to limit how often this happens, or attack the Celsus Fiend as soon as it starts to resurrect.

However, in both instances, a Celsus Fiend can still explode after death. Continuously slide away from the Celsus Fiends until all of them have exploded.

FIRST APPEARANCE:
Magna Persona Fiend

Class: Strong
Izuna Drop: No
Arrows: Yes
Reach: Long
Power: 3
Priority: 5
Abilities/Weapons: Laser Projectile

Strategy: The Magna Persona Fiend doesn't appear very often and only uses one main attack. It fires a Laser Projectile, which is telegraphed by several bright circles on the ground.

When the circles appear, slide until Hayabusa is safely away from them. If you see a Magna Persona Fiend, wait until its eyes light up, then shoot an arrow at it.

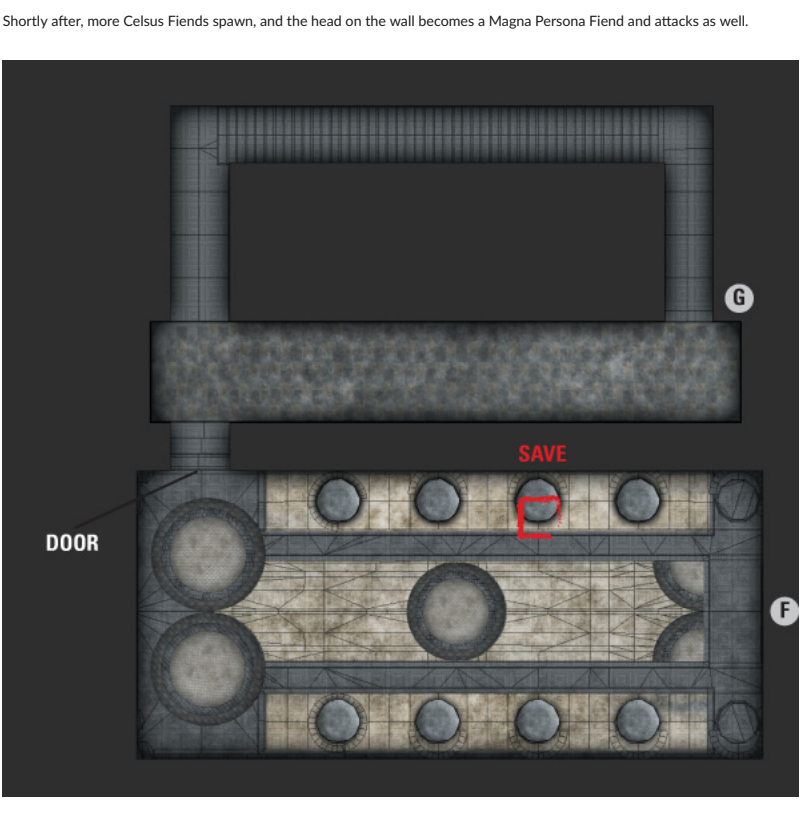
Two or three arrows will take down a Magna Persona Fiend, revealing a Magna Fiend.

Keep moving and take out the Celsus Fiends that attack ahead. *On Master Ninja, a group of Alchemists (White) attack after the Celsus Fiends are down.*

After the upcoming Kunai Climb, two Demon Baphomets attack with the Celsus Fiends. Use a Kunai Climb on the wall ahead, then take down the Celsus Fiends that attack.

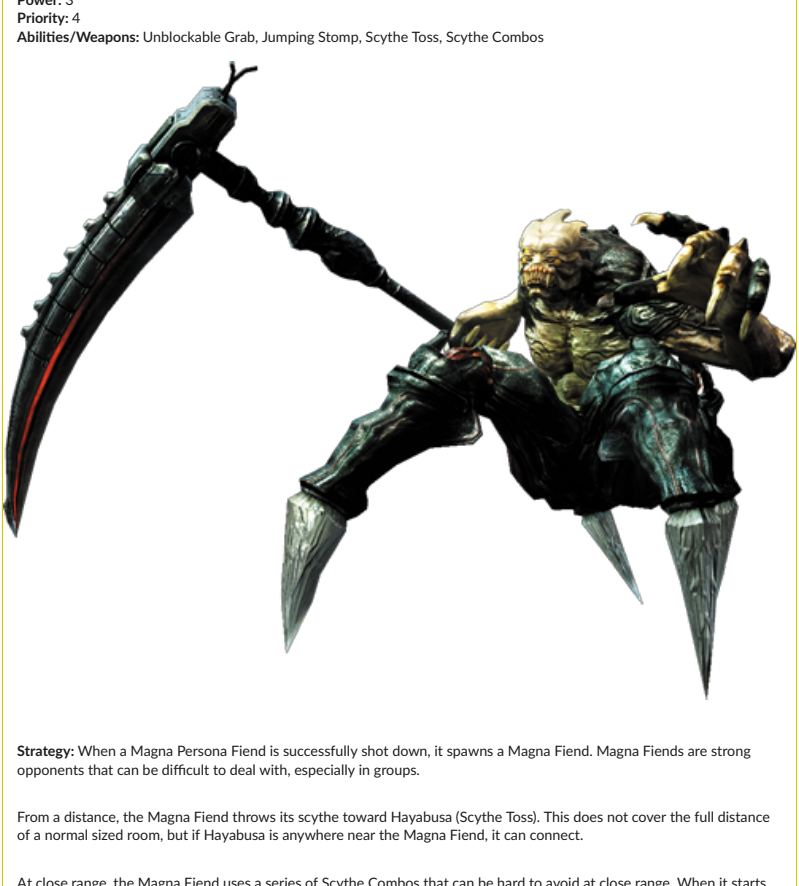
After the first batch of Celsus Fiends are down, they get back up for a mass Suicide Explosion. Quickly slide away from them to avoid taking any damage.

Shortly after, more Celsus Fiends spawn, and the head on the wall becomes a Magna Persona Fiend and attacks as well.



FIRST APPEARANCE:
Magma Fiend

Class: Strong
Izuna Drop: No
Arrows: Yes
Reach: Long
Power: 3
Priority: 4
Abilities/Weapons: Unblockable Grab, Jumping Stomp, Scythe Toss, Scythe Combos



Strategy: When a Magna Persona Fiend is successfully shot down, it spawns a Magna Fiend. Magna Fiends are strong opponents that can be difficult to deal with, especially in groups.

From a distance, the Magna Fiend throws its scythe toward Hayabusa (Scythe Toss). This does not cover the full distance of a normal sized room, but if Hayabusa is anywhere near the Magna Fiend, it can connect.

At close range, the Magna Fiend uses a series of Scythe Combos that can be hard to avoid at close range. When it starts to get close to Hayabusa, it can also use a Jumping Stomp.

If you see this, wait until it jumps into the air, then slide away. If you slide too early, the Magna Fiend will land on top of Hayabusa.

The best approach is to wait approximately one slide distance away from the Magna Fiend.

When it uses the Scythe Toss, slide under it and toward the enemy, then use Strong Attacks or a Strong Attack combo until it's no longer stunned.

At this point, slide away and repeat the process.

Alternatively, slide toward the Magna Fiend, then transition directly into a Strong Attack. A Flying Swallow also works well to close in on the Magna Fiend.

It doesn't always connect, but safely getting close to the Magna Fiend is just as good. Once Hayabusa is close, use a Strong Attack to stun the Magna Fiend.

A slide into a Strong Attack usually stuns the Magna Fiend, but a normal Strong Attack also works. If the Magna Fiend is not stunned, slide away and try again.

While the Magna Fiend is stunned, use a continuous series of Strong Attacks until you can sever its legs.

With the Magna Fiend crippled, attack with a Strong Attack (Y or △) to finish it off.

If you stay close to the Magna Fiend when it's not stunned, it will use various Scythe Combos and an Unblockable Grab. During the combos, if its scythe gets stuck in the ground, take the opportunity to attack with Strong Attack combos.

If you can evade its combos, attack as soon as they complete (usually three attacks). However, it's never a good idea to be close to the Magna Fiend when it's not stunned.

Ignore the Magna Persona Fiend for the time being and focus on the Celsus Fiends. When Hayabusa has enough Ki to use Ninpo, use jumping arrows to shoot the Magna Persona Fiend when it glows orange.

Hit it properly twice and the Magna Persona Fiend turns into a Magna Fiend. When this happens, use Ninpo to take out the Magna Fiend and any remaining Celsus Fiends.

Head through the door and use the falcon on the right to save your progress. *On Master Ninja, a horde of Spider Talon Ninja, Spider Aya Ninja and Spider Ninja attack instead of the Celsus Fiends and Magna Persona Fiend.*

Move toward the door at the opposite end to engage another horde of Celsus Fiends. Defeat the Celsus Fiends to find another Magna Persona Fiend that turns into a Magna Fiend and even more Celsus Fiends.

Use Hayabusa's Ultimate Techniques and Ninpo freely here because both are lost before the Magna Fiend appears.

Take out the Magna Persona Fiend as soon as it appears to avoid a mass suicide, then focus on the remaining Celsus Fiends before engaging the Magna Fiend.

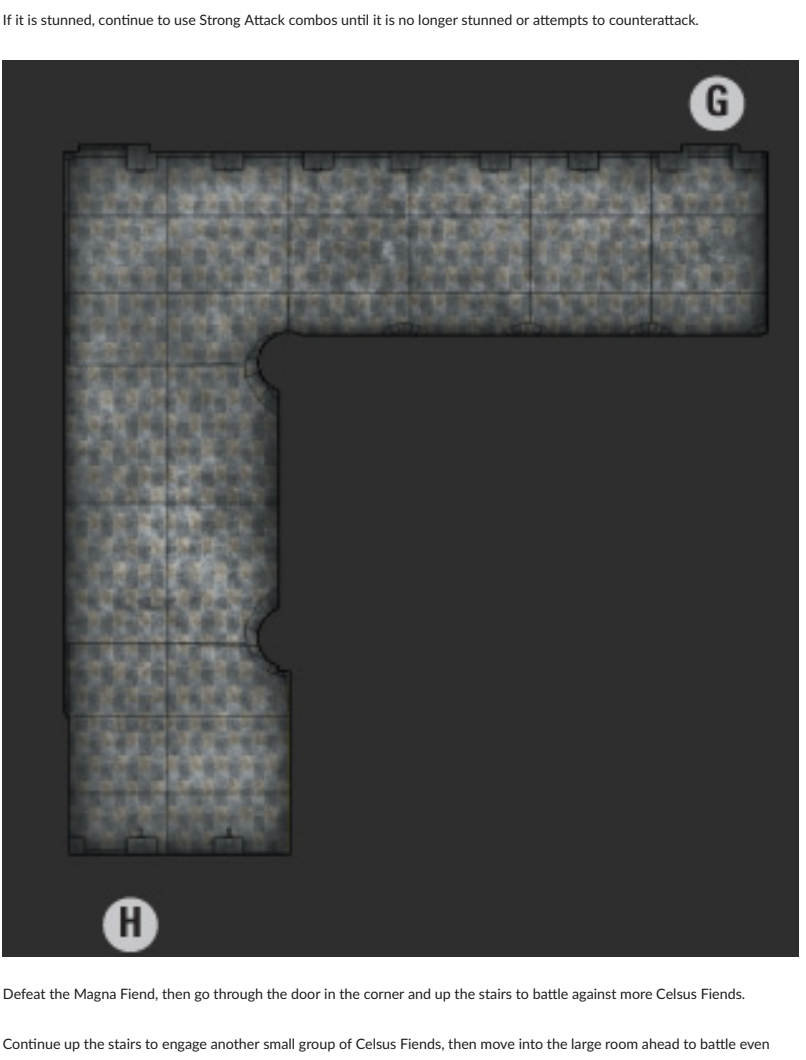
Stay close enough to the Magna Fiend to prevent it from using the Scythe Toss, but far enough away to avoid its Unblockable Grab.

At this range, wait for it to use the Jumping Stomp (telegraphed by the glowing area below its feet).

Do not slide away until the Magna Fiend is in the air. If Hayabusa slides too soon, the Magna Fiend will land on top of him.

As soon as the Magma Fiend lands from the Jumping Stomp, use a Strong Attack combo to stun it. If the Magna Fiend is not stunned (indicated by its front legs moving into the air), quickly slide away and repeat the process.

If it is stunned, continue to use Strong Attack combos until it is no longer stunned or attempts to counterattack.



Defeat the Magna Fiend, then go through the door in the corner and up the stairs to battle against more Celsus Fiends.

Continue up the stairs to engage another small group of Celsus Fiends, then move into the large room ahead to battle even more Celsus Fiends, alongside Demon Baphomets and another Magna Persona Fiend.

Focus on the Celsus Fiends until the Magna Persona Fiend appears. As soon as the Magna Persona Fiend is visible, use jumping arrows to take it out, then continue to focus on the Celsus Fiends.

On Master Ninja, the Demon Baphomets are replaced by a group of Alchemists (White) that attack after the Celsus Fiends are down. Ignore the Demon Manga Persona until the Alchemists are dead.

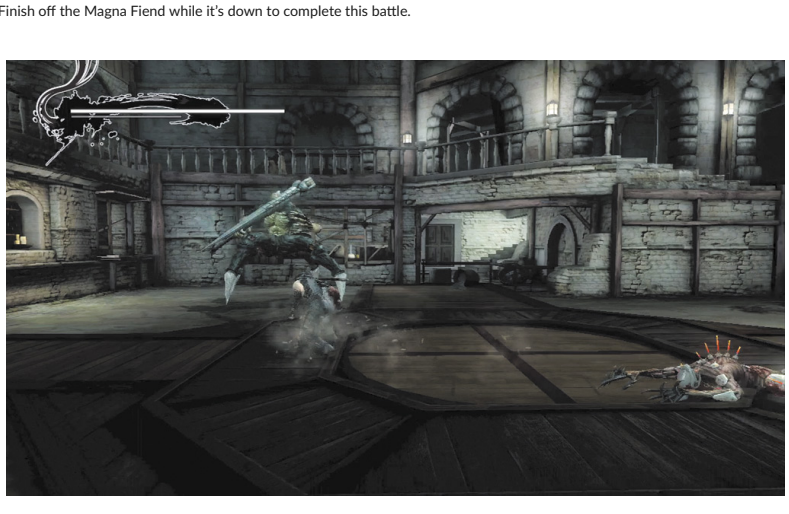
When the Celsus Fiends are taken care of, engage the Demon Baphomets. Move around until Hayabusa is away from the Magna Fiend and has all of the Demon Baphomets in view.

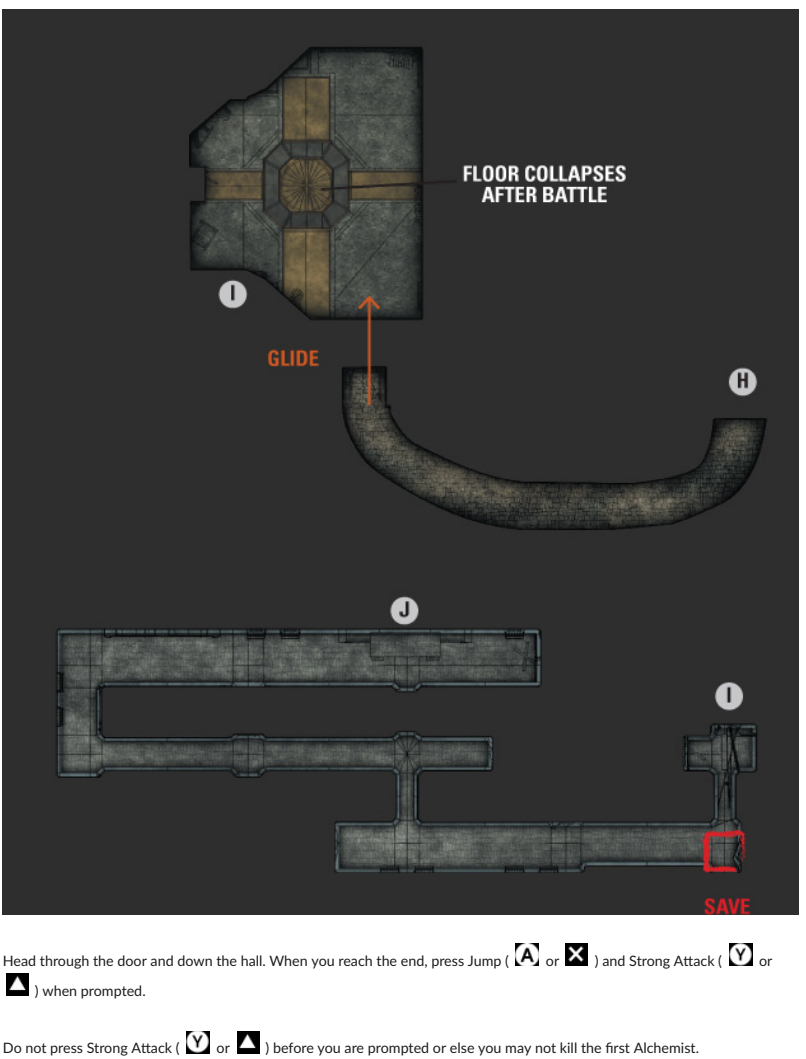
It is important to be able to slide away if any of the Demon Baphomets attempt an Unblockable Grab (glowing red hands).

Take out the Demon Baphomets until an Ultimate Technique is available.

Use it to finish off most of the Demon Baphomets, which provides Hayabusa with a second Ultimate Technique to clear out the remaining Demon Baphomets and the Magna Fiend.

Finish off the Magna Fiend while it's down to complete this battle.





Head through the door and down the hall. When you reach the end, press Jump (A or ✕) and Strong Attack (Y or △) when prompted.

Do not press Strong Attack (Y or △) before you are prompted or else you may not kill the first Alchemist.

Take out the three remaining Alchemists in the area to spawn a group of Celsus Fiends.

Use Ninpo and Ultimate Techniques freely to dispatch the Celsus Fiends because you cannot use either during the next battle against three Magna Fiends.

Once the Alchemists are defeated, three Magna Fiends attack, one at a time. They fall from above, so watch the ground and avoid the glowing area that indicates where they drop.

Use the slide Strong Attack or the Flying Swallow to get in close to the Magna Fiends, then use the Strong Attack (Y or △), Strong Attack (Y or △), Strong Attack (Y or △) combo, one combo at a time.

If the Magna Fiend is not stunned, slide away and repeat the process.

As soon as the Magna Fiend reels back on its hind legs, continue to use the Strong Attack combos until it starts blocking, then repeat the process until Hayabusa can sever its leg.

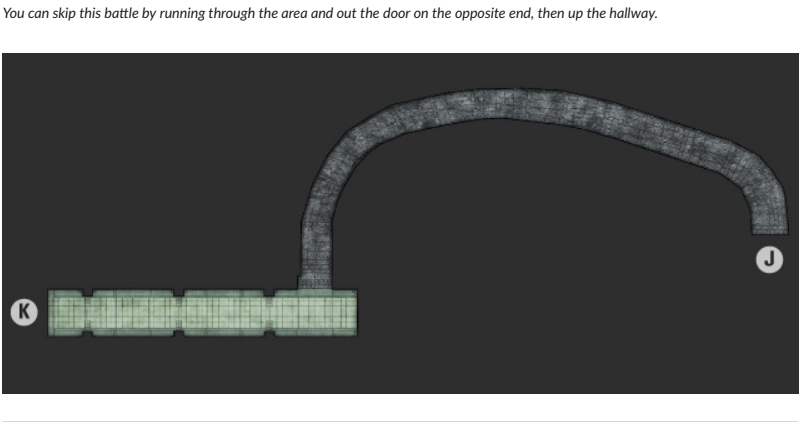
If the Magna Fiend uses a Scythe Toss, slide toward the enemy and attack before the scythe returns.

Defeat all three Magna Fiends, then save your progress at the falcon on the left. Head around the corner and take out the Celsus Fiends that attack.

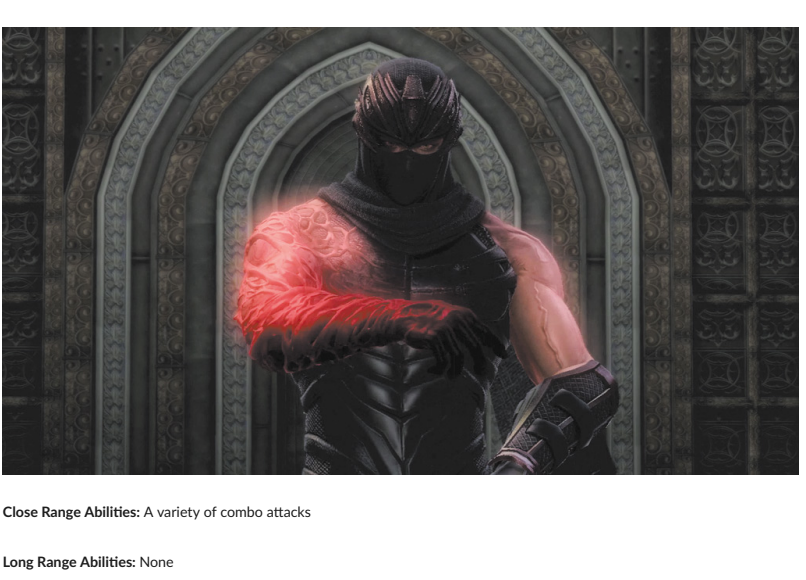
Ignore the Demon Baphomet for now and continue through the area, taking out the Celsus Fiends as they jump out of their containers until Hayabusa has an Ultimate Technique ready.

When this happens, use it close to the Demon Baphomet to take it out with ease. Make quick work of the remaining Celsus Fiends, then head through the doorway at the end of the area on the left and through the tunnel and into the next room.

On Master Ninja, the Demon Baphomets are replaced by Assassins (White), with a Rocket Launcher shooting from across the room. You can skip this battle by running through the area and out the door on the opposite end, then up the hallway.



BOSS BATTLE:
Epigonos



Close Range Abilities: A variety of combo attacks

Long Range Abilities: None

Strategy: Epigonos, Hayabusa's evil twin has a wide variety of attack combos, somewhat similar to Hayabusa's attacks.

However, the first battle against him is relatively easy. Wait for the evil twin to get close and block his first combo (usually three or five hits). Slide to evade the third attack, then counterattack immediately with an Izuna Drop.

It is also possible to use a continuous series of Strong Attack combos instead of the Izuna Drop.

If the twin uses Wind Run into Flying Swallow repeatedly, block the attack, then counter with a barrage of Strong Attacks.

When the twin kneels down, walk toward him and press any attack button, then rapidly tap Strong Attack (Y or △) when prompted. After a brief cinematic, continue the battle with Hayabusa's evil twin in demon form.

Caution

There is an invisible wall blocking the staircases on either side of the room. Be careful not to get cornered in these areas.

NORMAL DIFFICULTY

On Normal difficulty, Hayabusa can rush down his evil twin with Quick and Strong Attack combos. If the twin blocks these attacks, switch back to the Hard difficulty strategy and wait for an opening to attack, then go back to an aggressive barrage of combos.

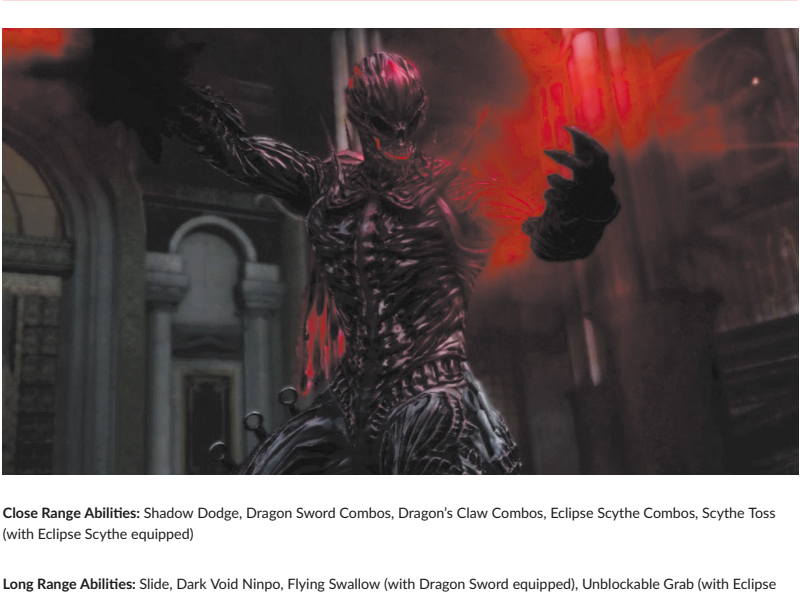
MASTER NINJA AND ULTIMATE NINJA DIFFICULTY

It is imperative that Hayabusa does not get hit by his evil twin on the Master Ninja and Ultimate Ninja difficulties.

One Izuna Drop from the twin can kill Hayabusa under the right circumstances.

While this version of the twin is not as aggressive as the final form variant, he can still dish out significant amounts of damage. Stay cautious and only attack after evading one of his combos.

BOSS BATTLE:
Epigonos (Final Form)



Close Range Abilities: Shadow Dodge, Dragon Sword Combos, Dragon's Claw Combos, Eclipse Scythe Combos, Scythe Toss (with Eclipse Scythe equipped)

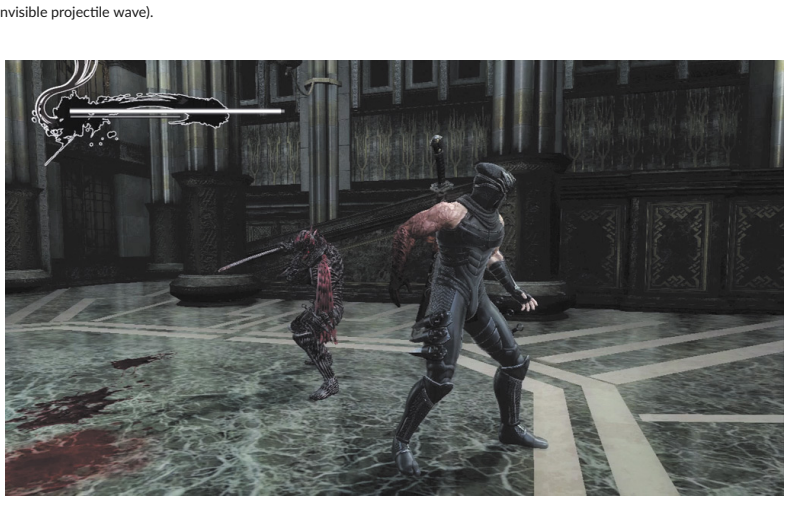
Long Range Abilities: Slide, Dark Void Ninpo, Flying Swallow (with Dragon Sword equipped), Unblockable Grab (with Eclipse Scythe equipped), Charge Wave (with Eclipse Scythe equipped)

Strategy: The final form of Hayabusa's evil twin is more aggressive than the previous version, and has several of the weapons Hayabusa used in *Ninja Gaiden Sigma 2* .

He starts with the Eclipse Scythe and changes to the Dragon Sword and Dragon's Claw throughout the battle.

He has the same combos Hayabusa had with these weapons.

Be careful when he uses the Scythe because it has deceptive range, an Unblockable Grab attack, and the ability to hit Hayabusa from a good distance with the Charge Wave attack (when the twin charges up an attack, then unleashes a near-invisible projectile wave).



The evil twin also uses the unblockable slide when the Dragon's Claw is equipped. However, the slide does not inflict much damage.

Stay away from the evil twin until he changes to the Dragon Sword or Dragon's Claw.

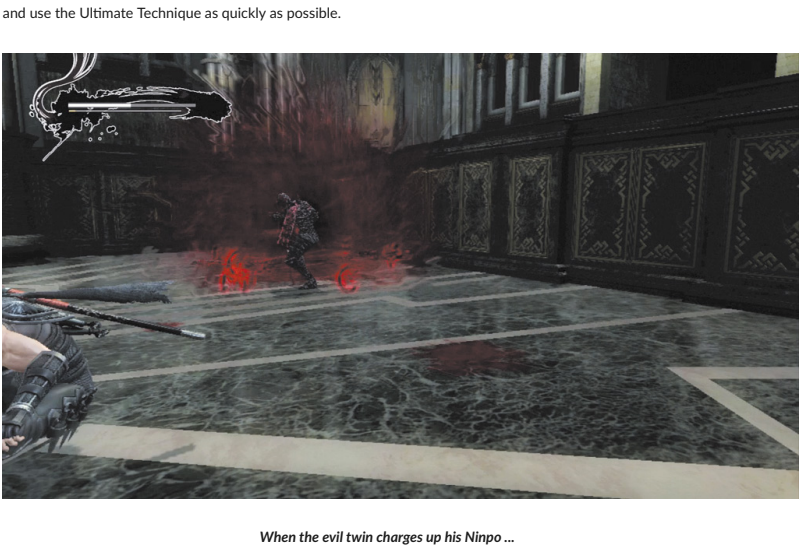
If he has the Eclipse Scythe equipped and enters a charging stance that resembles Hayabusa's Ultimate Technique, stay as far away from him as possible to avoid the incoming Charge Wave attack.

Remain blocking while the evil twin uses a combo. Most combos have a Strong Attack that breaks Hayabusa's guard and leaves him open to attack.

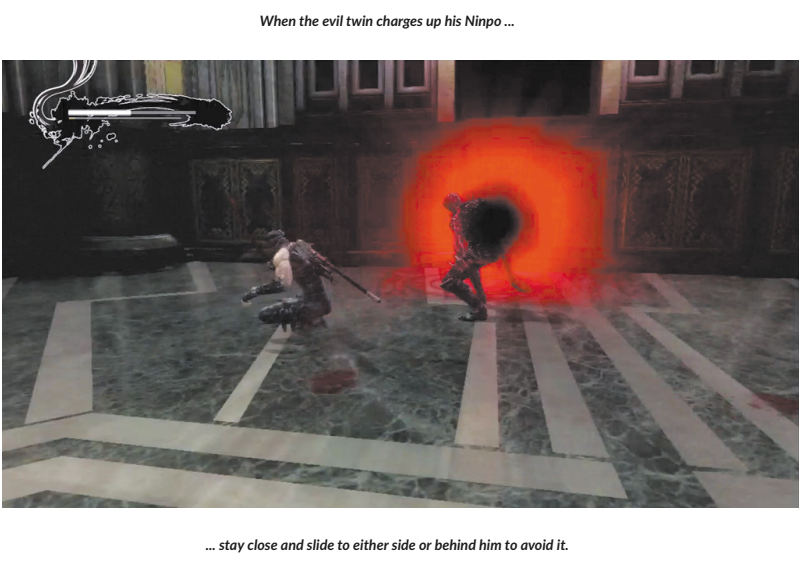
Slide to avoid this attack, which is the third and fifth attacks with the Dragon Sword, the third attack with the Dragon's Claw, and the second attack with the Eclipse Scythe.

When the combo concludes (usually three or five attacks), follow the same strategy as before and use the Izuna Drop or a continuous barrage of Strong Attack combos.

When Hayabusa builds up to an Ultimate Technique, rapidly press Strong Attack (Y or △) as prompted, then back away and use the Ultimate Technique as quickly as possible.



When the evil twin charges up his Ninpo ...



... stay close and slide to either side or behind him to avoid it.

Continue this same strategy until the evil twin begins to charge up the Dark Void Ninpo. Stay as close as possible to the evil twin, sliding to stay behind him or to either side.

This is the best way to avoid the Ninpo. If Hayabusa is close enough when the twin begins the Ninpo charge, interrupt the attack with an Izuna Drop.

Eventually Hayabusa's arm begins to hurt. Walk toward the evil twin and attack him to trigger a short TBP. Press Strong Attack (Y or △) and Shuriken (B or ○) when prompted to finish the battle.

NORMAL DIFFICULTY

This is very similar to the previous fight against the evil twin. Even when the twin is using the Eclipse Scythe or Dragon's Claw, feel free to be aggressive and rush him down with Quick and Strong Attack combos.

He does not inflict big damage, even with his scythe grabs. However, if he begins charging up his scythe, stay clear of him to avoid the Charge Wave attack.

It's not as damaging as it is on other difficulty settings, but a few of them can still kill Hayabusa.

MASTER NINJA AND ULTIMATE NINJA DIFFICULTY

The Master Ninja and Ultimate Ninja strategy closely resembles the Hard strategy. Do not attack the final form unless he is using the Dragon Sword.

Even when he has the correct weapon equipped, do not attack until after he performs a combo.

If you get too aggressive, this battle will be over quickly because the final form of the evil twin can dish out severe amounts of damage with a few well-placed attacks.

TIP

After the three Alchemists are defeated, you can ignore the Demon Baphomets and use a Flying Bird Flip and Kunai Climb to continue through the area.

Defeat Epigonos, then head through the double doors ahead. Take out the three Alchemists that attack, then wait for the two Demon Baphomets to attack.

Kill the Demon Baphomets, then use the Flying Bird Technique and Kunai Climb to go up the elevator shaft.

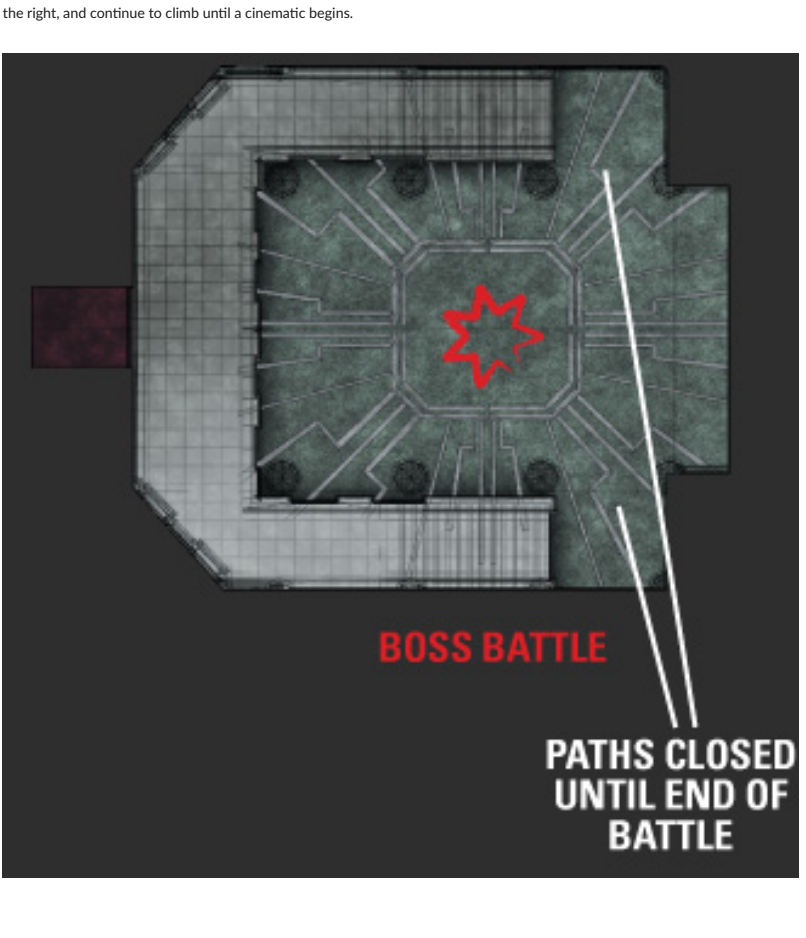
Skip the first opening and head straight to the top. *On Master Ninja, the Alchemists are replaced by a group of Ghost Soldiers.*

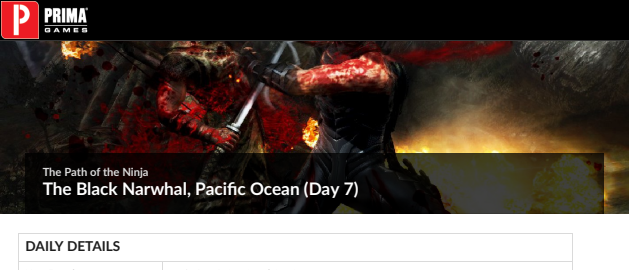
Press Jump (1 or u), then Strong Attack (4 or i) when prompted to land on the helicopter. Slide to get close to the turret and stay out of the line of fire.

When the turret aims at Hayabusa slide left and right until it stops shooting.

When the turret glows yellow, use Quick Attack combos until prompted to destroy it with Strong Attack (4 or i).

Press Jump (1 or u) when prompted, then use the Kunai Climb on the ice wall and climb up until it begins to break off. Move to the right, and continue to climb until a cinematic begins.





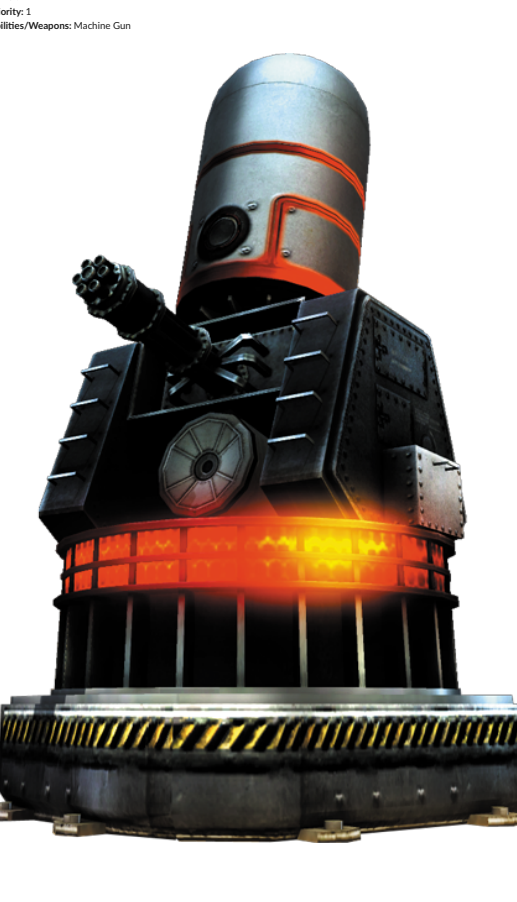
The Black Narwhal, Pacific Ocean (Day 7)

DAILY DETAILS

New Enemies	Anti-Aircraft Gun Stand CIWS
Bosses	White Steel Spider (x2), LOA Chairman, Regent of the Mask

FIRST APPEARANCE:
Anti-Aircraft Gun Stand CIWS

Class: Strong
Izuna Drop: No
Arrows: No
Range: Long
Power: 2
Priority: 1
Abilities/Weapons: Machine Gun



Strategy: The Anti-Aircraft Gun Stand CIWS is similar to the Machine Gun Stand, but it does not fire missiles and an Izuna Drop cannot damage it.

However, it is very weak and can easily be destroyed with a few Quick Attacks. Because its only weapon is a machine gun, it does not inflict much damage to Hayabusa and therefore does not have a high priority. In most cases, it will be the last enemy you destroy.

Press Jump (A or ✕) and Shuriken (B or ○) when prompted to change planes, then use the Left Analog Stick and Block (LT or L1) as prompted to evade the missiles.

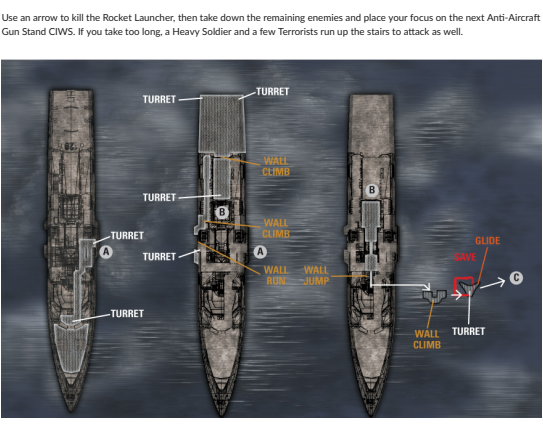
Press Strong Attack (Y or △) when prompted to take out the rocket launcher, then engage the Heavy Soldiers, Terrorists, and Rocket Launchers on the deck of the ship.

Use jumping arrows to take down the Rocket Launchers above, then focus on the rest of the enemies. *On Master Ninja, several Alchemists attack once the other soldiers are down.*

Kunai Climb up the wall and take out the Anti-Aircraft Gun Stand CIWS with Quick Attack (X or □). Down the hall are a Heavy Soldier (Shield), Assassin and Terrorist. Take them out and proceed through the hallway.

When you reach the other side, another Assassin, a Rocket Launcher, and a Terrorist attack; a second Rocket Launcher is on the far side of the ship, shooting missiles.

Use an arrow to kill the Rocket Launcher, then take down the remaining enemies and place your focus on the next Anti-Aircraft Gun Stand CIWS. If you take too long, a Heavy Soldier and a few Terrorists run up the stairs to attack as well.



Head up the stairs ...

... and use jumping arrows to take out the Rocket Launchers behind Hayabusa.

Head down the stairs and make quick work of the Terrorists and Heavy Soldiers that attack. Continue through the ship and up the stairs.

Use two jumping arrows as soon as you reach the top to take out the Rocket Launchers behind Hayabusa, then clear out the Heavy Soldier (Shield) on the stairs.

When you try to destroy the next Anti-Aircraft Gun Stand CIWS, a Rocket Launcher interrupts with a missile. Wall Run to the next platform and take out the Assassins and Rocket Launcher that attack.

Kunai Climb up the wall and immediately throw a dagger at the Rocket Launcher above. Finish climbing and head down the stairs. *On Master Ninja, after the first wave of enemies, another group of Heavy Soldiers (Jetpack) and Rocket Launchers attack.*

TIP

Take out the Heavy Soldiers (Jetpack) when they're over the water. If hit while over the ship, the jetpack is destroyed, but a Heavy Soldier remains to fight.

Jump and press Strong Attack (Y or △) when prompted, then take out the Heavy Soldiers (Jetpack) with jumping arrows before focusing on the Heavy Soldiers and Terrorists.

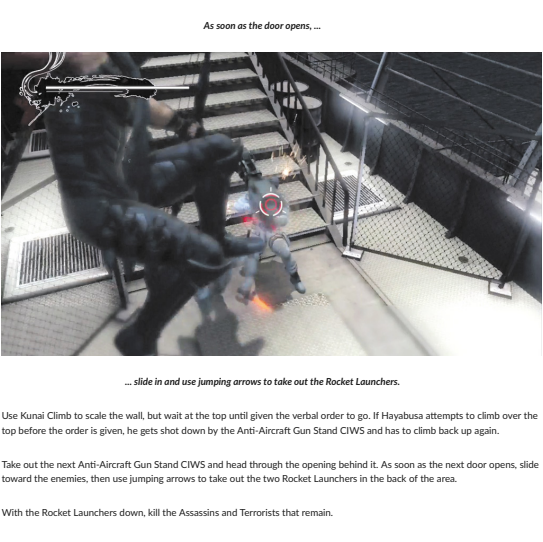
When most of the enemies have been defeated, two more Heavy Soldiers (Jetpack) show up. Kill them with jumping arrows as soon as they appear, then clean up the rest of the enemies.

Head toward the closest Anti-Aircraft Gun Stand CIWS and slide when Hayabusa gets close to avoid the machine gun fire.

Take out the Anti-Aircraft Gun Stand CIWS with Strong Attack (Y or △), then press Strong Attack (Y or △) again when prompted to finish the second Anti-Aircraft Gun Stand CIWS.

Two helicopters appear when both Anti-Aircraft Gun Stand CIWSs are destroyed. Slide back to give Hayabusa more room to work with, then use jumping arrows to take out both helicopters.

As soon as the door opens, ...



... slide in and use jumping arrows to take out the Rocket Launchers.

Use Kunai Climb to scale the wall, but wait at the top until given the verbal order to go. If Hayabusa attempts to climb over the top before the order is given, he gets shot down by the Anti-Aircraft Gun Stand CIWS and has to climb back up again.

Take out the next Anti-Aircraft Gun Stand CIWS and head through the opening behind it. As soon as the next door opens, slide toward the enemies, then use jumping arrows to take out the two Rocket Launchers in the back of the area.

With the Rocket Launchers down, kill the Assassins and Terrorists that remain.

Flying Bird Flip to the platform in the middle of the tower and use arrows to take down the Heavy Soldiers (Jetpack) that await Hayabusa.

Kunai Climb to the top of the tower, take out the Anti-Aircraft Gun Stand CIWS and save your progress at the falcon on the left.

Hold Block (LT or L1) and press Jump (A or ✕) when prompted to glide down to the next ship and take out the Anti-Aircraft Gun Stand CIWS.

Kill the three Terrorists that attack, then slowly move toward the next Anti-Aircraft Gun Stand CIWS. As soon as Hayabusa reaches the hallway, jump or slide, then take out the Rocket Launchers at the end of the hall.

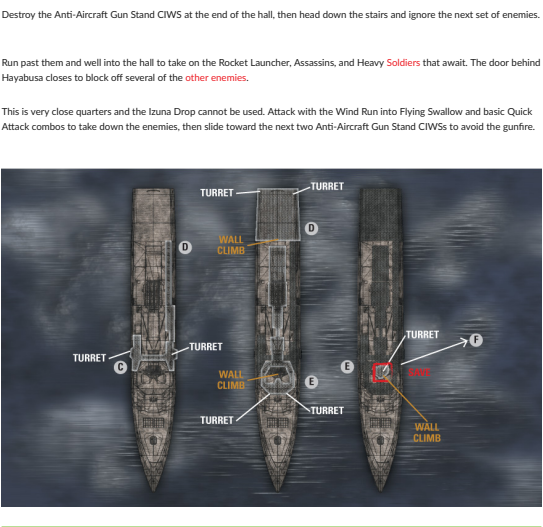
Stay outside of the hallway, on the opposite end of the Anti-Aircraft Gun Stand CIWS and finish off the Assassins, Heavy Soldiers, and Terrorists that attack.

If Hayabusa moves into the hallway again, the Anti-Aircraft Gun Stand CIWS on the other side sprays him with a barrage of gunfire.

Destroy the Anti-Aircraft Gun Stand CIWS at the end of the hall, then head down the stairs and ignore the next set of enemies.

Run past them and well into the hall to take on the Rocket Launcher, Assassins, and Heavy Soldiers that await. The door behind Hayabusa closes to block off several of the other enemies.

This is very close quarters and the Izuna Drop cannot be used. Attack with the Wind Run into Flying Swallow and basic Quick Attack combos to take down the enemies, then slide toward the next two Anti-Aircraft Gun Stand CIWSs to avoid the gunfire.

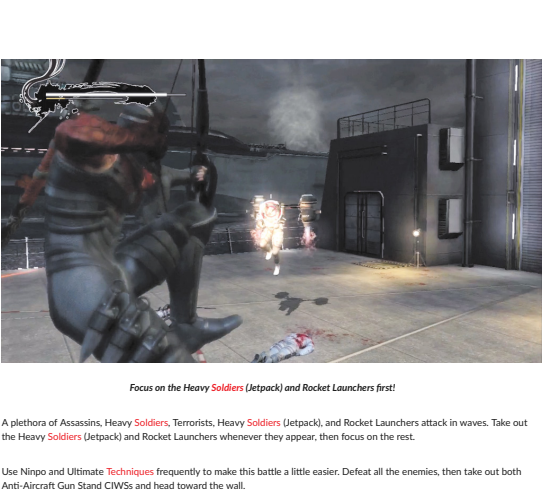


TIP

During the upcoming battle, the two Anti-Aircraft Gun Stand CIWSs attack Hayabusa with a continuous barrage of gunfire.

Stay on the move and use the Izuna Drop as much as possible to make Hayabusa harder to hit.

When an Ultimate Technique is ready, wait until Hayabusa is in the middle of an Obliteration Technique before using it to avoid taking damage or being interrupted by an attack.



Focus on the Heavy Soldiers (Jetpack) and Rocket Launchers first!

A plethora of Assassins, Heavy Soldiers, Terrorists, Heavy Soldiers (Jetpack), and Rocket Launchers attack in waves. Take out the Heavy Soldiers (Jetpack) and Rocket Launchers whenever they appear, then focus on the rest.

Use Ninpo and Ultimate Techniques frequently to make this battle a little easier. Defeat all the enemies, then take out both Anti-Aircraft Gun Stand CIWSs and head toward the wall.

On Master Ninja, the battle on the deck consists of a completely different set of enemies. The Anti-Aircraft Guns and the Alchemists at the end are the only similarities.

The battle starts off with a horde of Celsus Fiends, then several Demon Baphomets and a Magna Persona Fiend appear, followed by another group of Celsus Fiends.

TIP

This is a difficult battle, especially after two Alchemists are down and Hayabusa is up against five Alchemists at once.

It is extremely important to stay on the move as much as possible and keep the camera turned so that as many Alchemists as possible are visible.

Any Alchemists that are charging their hands in the ground need to be attacked immediately.

If two or three of them start using their brick projectile attack at the same time, it's very difficult to avoid all of them and prevent Hayabusa from taking damage.

Stay on the move and attack Alchemists any time Hayabusa is close to one. Even if other Alchemists are in the immediate area, Hayabusa can still use a single Strong Attack combo (Y Y Y or △ △ △) without taking damage from another Alchemist.

The first two Alchemists are fairly easy to deal with. When the next four appear, it is very important to finish them off with an Obliteration Technique when their hoods are stained with blood.

This increases Hayabusa's Ki Gauge much faster than normal attacks. If the Alchemists blow themselves up instead of Hayabusa using an Obliteration Technique, it will take longer to fill the Ki Gauge and Hayabusa may not have Ninpo available until the last two Alchemists. If this happens, this becomes a much harder battle.

As Hayabusa approaches the wall, three Alchemists appear. When you take out two of the Alchemists, four more appear. Unfortunately, Hayabusa won't be able to use Ninpo until three or four Alchemists are down. Use it as soon as you can to finish off the last four or five Alchemists, then Kunai Climb to scale the wall.

On Master Ninja, when you enter the room ahead, the door closes and a group of Spider Aya Ninja attack.

Defeat them to open the door to engage a group of Spider Ninja, Spider Token Ninja, and even more Spider Aya Ninja. These enemies take the place of the soldiers fought on lower difficulty settings.

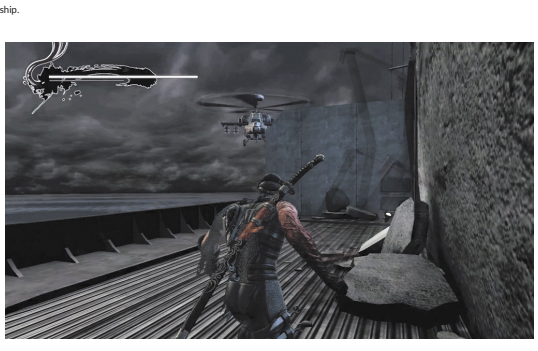
Move into the next area, but be ready to shake off the Ghost Soldier that attempts a sneak attack once you get inside. Finish off the rest of the Ghost Soldiers, then take out the Heavy Soldiers (Jetpack) just ahead.

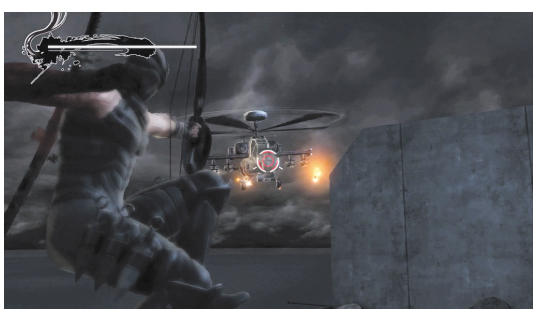
Keep moving forward to engage more Heavy Soldiers (Jetpack), Assassins, and Terrorists. The Heavy Soldiers (Jetpack) take priority. Then finish off the others and take out the two Anti-Aircraft Gun Stand CIWSs.

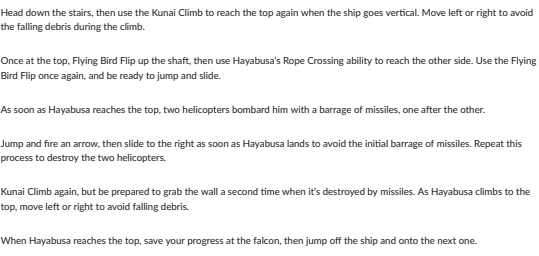
Kunai Climb to the next platform and save your progress at that falcon. Kunai Climb to the top to take out the last Anti-Aircraft Gun Stand CIWS, then Jump and press Strong Attack (Y or △) when prompted to engage the helicopter.

Slide toward the helicopter machine gun. Once Hayabusa is close to it, slide left and right to avoid the machine gun fire until it turns yellow, then attack.

Repeat this process until it's destroyed, then Jump and press Strong Attack (Y or △) when prompted to reach the next ship.







Head down the stairs, then use the Kunai Climb to reach the top again when the ship goes vertical. Move left or right to avoid the falling debris during the climb.

Once at the top, Flying Bird Flip up the shaft, then use Hayabusa's Rope Crossing ability to reach the other side. Use the Flying Bird Flip once again, and be ready to jump and slide.

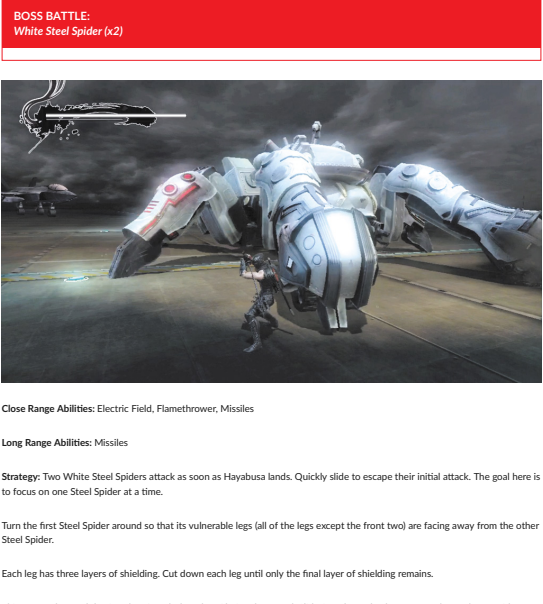
As soon as Hayabusa reaches the top, two helicopters bombard him with a barrage of missiles, one after the other.

Jump and fire an arrow, then slide to the right as soon as Hayabusa lands to avoid the initial barrage of missiles. Repeat this process to destroy the two helicopters.

Kunai Climb again, but be prepared to grab the wall a second time when it's destroyed by missiles. As Hayabusa climbs to the top, move left or right to avoid falling debris.

When Hayabusa reaches the top, save your progress at the falcon, then jump off the ship and onto the next one.

BOSS BATTLE:
White Steel Spider (x2)



Close Range Abilities: Electric Field, Flamethrower, Missiles

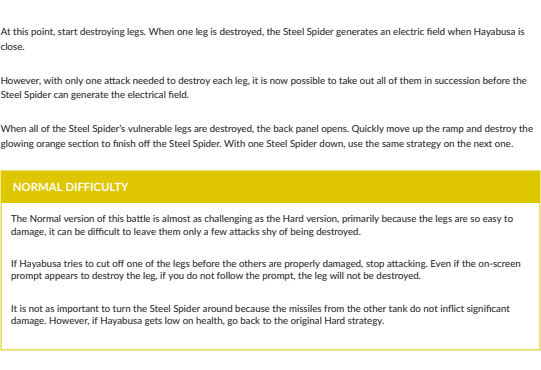
Long Range Abilities: Missiles

Strategy: Two White Steel Spiders attack as soon as Hayabusa lands. Quickly slide to escape their initial attack. The goal here is to focus on one Steel Spider at a time.

Turn the first Steel Spider around so that its vulnerable legs (all of the legs except the front two) are facing away from the other Steel Spider.

Each leg has three layers of shielding. Cut down each leg until only the final layer of shielding remains.

This means that each leg is only a few slashes shy of being destroyed. Slide from leg to leg between each attack to avoid missiles and machine gun fire.



At this point, start destroying legs. When one leg is destroyed, the Steel Spider generates an electric field when Hayabusa is close.

However, with only one attack needed to destroy each leg, it is now possible to take out all of them in succession before the Steel Spider can generate the electrical field.

When all of the Steel Spider's vulnerable legs are destroyed, the back panel opens. Quickly move up the ramp and destroy the glowing orange section to finish off the Steel Spider. With one Steel Spider down, use the same strategy on the next one.

NORMAL DIFFICULTY

The Normal version of this battle is almost as challenging as the Hard version, primarily because the legs are so easy to damage, it can be difficult to leave them only a few attacks shy of being destroyed.

If Hayabusa tries to cut off one of the legs before the others are properly damaged, stop attacking. Even if the on-screen prompt appears to destroy the leg, if you do not follow the prompt, the leg will not be destroyed.

It is not as important to turn the Steel Spider around because the missiles from the other tank do not inflict significant damage. However, if Hayabusa gets low on health, go back to the original Hard strategy.

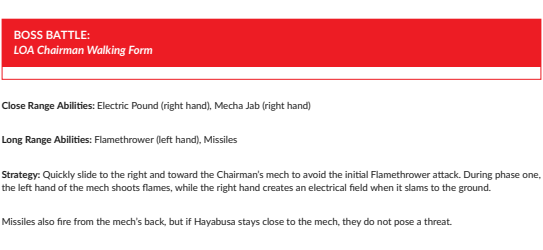
MASTER NINJA AND ULTIMATE NINJA DIFFICULTY

There isn't much variation between the Hard, Master Ninja, and Ultimate Ninja difficulty settings for this boss battle. On all three it's important to turn the first Steel Spider so Hayabusa is somewhat shielded from the other tank.

It's also important to keep a close eye on the rocket launcher mounted at the top of each Steel Spider to avoid the missiles when it illuminates.

The legs are a little harder to destroy on the higher difficulty settings, but that just makes the battle last a little longer.

The strategy involved doesn't change much. Once all of the legs are destroyed, be very cautious of the electric field the Steel Spiders generate. It's not uncommon to die at this point if you're not careful.



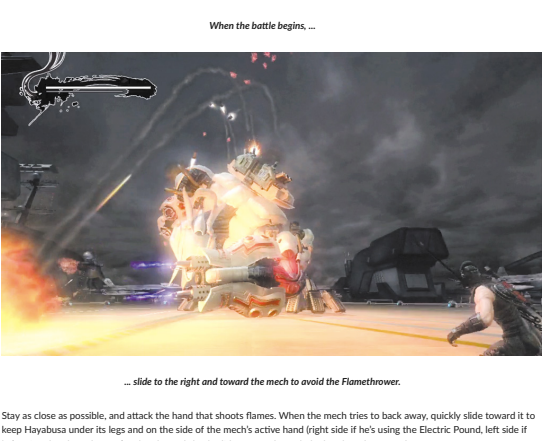
BOSS BATTLE:
LOA Chairman Walking Form

Close Range Abilities: Electric Pound (right hand), Mecha Jab (right hand)

Long Range Abilities: Flamethrower (left hand), Missiles

Strategy: Quickly slide to the right and toward the Chairman's mech to avoid the initial Flamethrower attack. During phase one, the left hand of the mech shoots flames, while the right hand creates an electrical field when it slams to the ground.

Missiles also fire from the mech's back, but if Hayabusa stays close to the mech, they do not pose a threat.

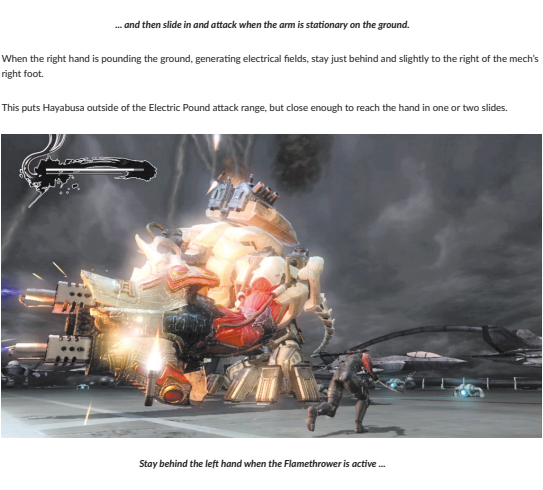


When the battle begins, ...

... slide to the right and toward the mech to avoid the Flamethrower.

Stay as close as possible, and attack the hand that shoots flames. When the mech tries to back away, quickly slide toward it to keep Hayabusa under its legs and on the side of the mech's active hand (right side if he's using the Electric Pound, left side if he's using the Flamethrower). When he reels back, slide over and attack the hand on the ground.

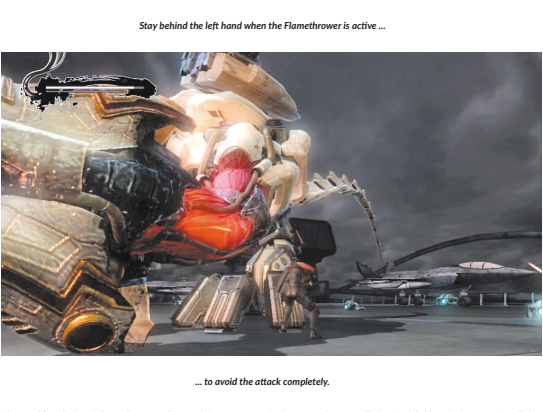
Stay just behind and slightly to the right of the mech's right foot ...



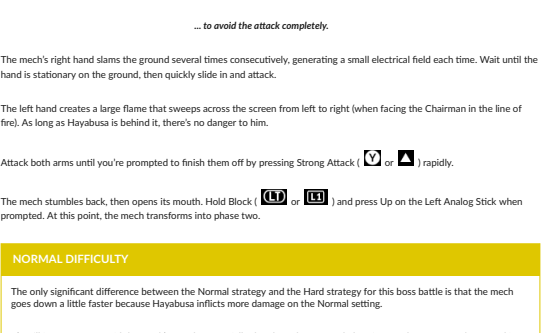
... and then slide in and attack when the arm is stationary on the ground.

When the right hand is pounding the ground, generating electrical fields, stay just behind and slightly to the right of the mech's right foot.

This puts Hayabusa outside of the Electric Pound attack range, but close enough to reach the hand in one or two slides.



Stay behind the left hand when the Flamethrower is active ...



... to avoid the attack completely.

The mech's right hand slams the ground several times consecutively, generating a small electrical field each time. Wait until the hand is stationary on the ground, then quickly slide in and attack.

The left hand creates a large flame that sweeps across the screen from left to right (when facing the Chairman in the line of fire). As long as Hayabusa is behind it, there's no danger to him.

Attack both arms until you're prompted to finish them off by pressing Strong Attack (Y or △) rapidly.

The mech stumbles back, then opens its mouth. Hold Block (LT or L1) and press Up on the Left Analog Stick when prompted. At this point, the mech transforms into phase two.

NORMAL DIFFICULTY

The only significant difference between the Normal strategy and the Hard strategy for this boss battle is that the mech goes down a little faster because Hayabusa inflicts more damage on the Normal setting.

It's still important to avoid the mech's attacks, especially the Flamethrower and Electric Pound. However, when attacking the right hand, it may only pound the ground once or twice before remaining stationary.

MASTER NINJA AND ULTIMATE NINJA DIFFICULTY

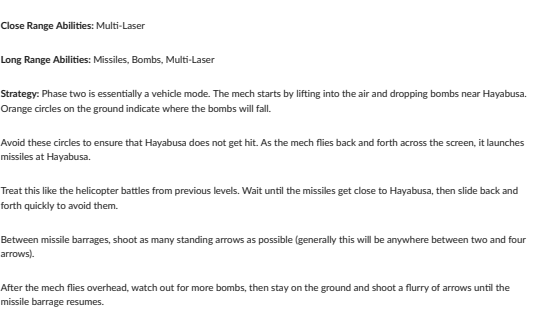
You must make a couple of slight changes when the difficulty is increased to Master Ninja or Ultimate Ninja. On Normal and Hard, the Flamethrower attack almost always moves from left to right (when facing the front of the boss).

However, on Master Ninja and Ultimate Ninja difficulties it's not uncommon to see the attack move from right to left instead.

It still follows the traditional course more often than not, but watch the mech's left hand and be prepared to slide in the opposite direction if need be.

In addition, the mech is not vulnerable for as long when it reels back. Move quickly to inflict as much damage as possible before it recovers.

BOSS BATTLE:
LOA Chairman Flying Form



Close Range Abilities: Multi-Laser

Long Range Abilities: Missiles, Bombs, Multi-Laser

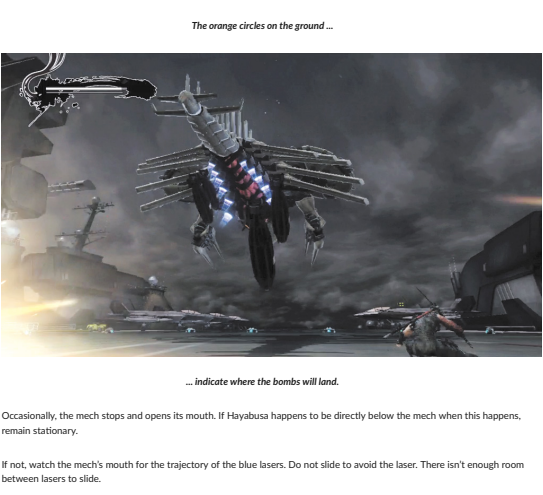
Strategy: Phase two is essentially a vehicle mode. The mech starts by lifting into the air and dropping bombs near Hayabusa. Orange circles on the ground indicate where the bombs will fall.

Avoid these circles to ensure that Hayabusa does not get hit. As the mech flies back and forth across the screen, it launches missiles at Hayabusa.

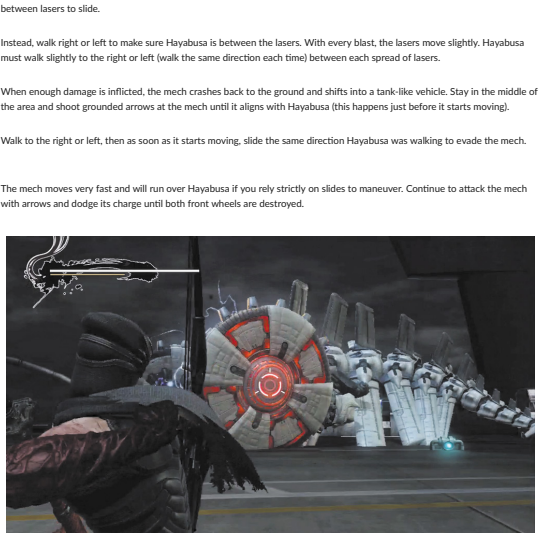
Treat this like the helicopter battles from previous levels. Wait until the missiles get close to Hayabusa, then slide back and forth quickly to avoid them.

Between missile barrages, shoot as many standing arrows as possible (generally this will be anywhere between two and four arrows).

After the mech flies overhead, watch out for more bombs, then stay on the ground and shoot a flurry of arrows until the missile barrage resumes.



The orange circles on the ground ...



... indicate where the bombs will land.

Occasionally, the mech stops and opens its mouth. If Hayabusa happens to be directly below the mech when this happens, remain stationary.

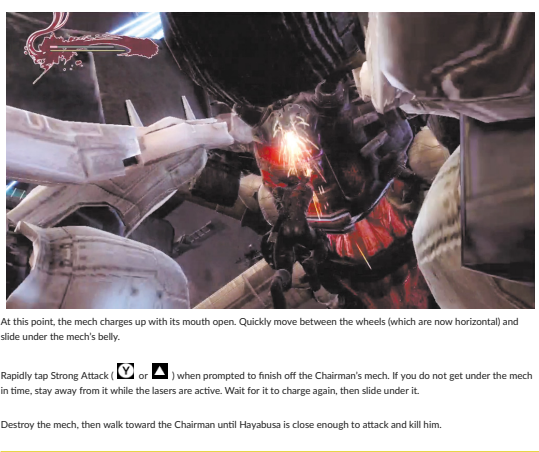
If not, watch the mech's mouth for the trajectory of the blue lasers. Do not slide to avoid the laser. There isn't enough room between lasers to slide.

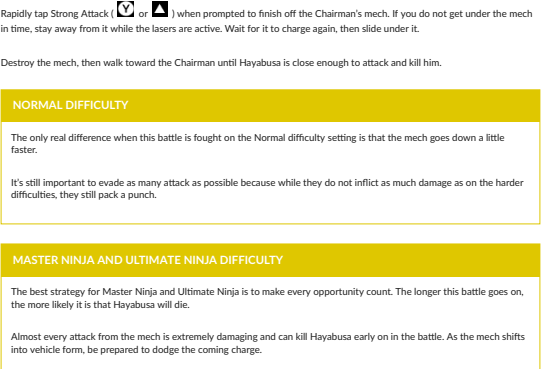
Instead, walk right or left to make sure Hayabusa is between the lasers. With every blast, the lasers move slightly. Hayabusa must walk slightly to the right or left (walk the same direction each time) between each spread of lasers.

When enough damage is inflicted, the mech crashes back to the ground and shifts into a tank-like vehicle. Stay in the middle of the area and shoot grounded arrows at the mech until it aligns with Hayabusa (this happens just before it starts moving).

Walk to the right or left, then as soon as it starts moving, slide the same direction Hayabusa was walking to evade the mech.

The mech moves very fast and will run over Hayabusa if you rely strictly on slides to maneuver. Continue to attack the mech with arrows and dodge its charge until both front wheels are destroyed.





At this point, the mech charges up with its mouth open. Quickly move between the wheels (which are now horizontal) and slide under the mech's belly.

Rapidly tap Strong Attack (Y or △) when prompted to finish off the Chairman's mech. If you do not get under the mech in time, stay away from it while the lasers are active. Wait for it to charge again, then slide under it.

Destroy the mech, then walk toward the Chairman until Hayabusa is close enough to attack and kill him.

NORMAL DIFFICULTY

The only real difference when this battle is fought on the Normal difficulty setting is that the mech goes down a little faster.

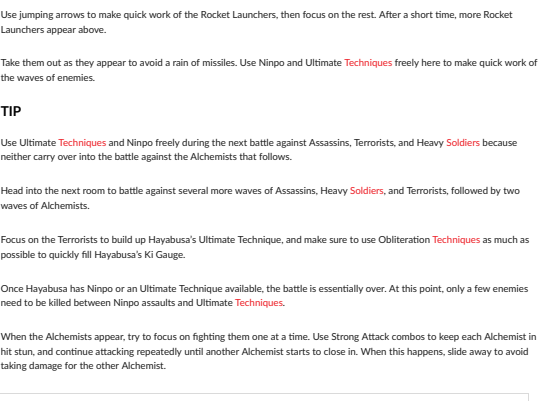
It's still important to evade as many attacks as possible because while they do not inflict as much damage as on the harder difficulties, they still pack a punch.

MASTER NINJA AND ULTIMATE NINJA DIFFICULTY

The best strategy for Master Ninja and Ultimate Ninja is to make every opportunity count. The longer this battle goes on, the more likely it is that Hayabusa will die.

Almost every attack from the mech is extremely damaging and can kill Hayabusa early on in the battle. As the mech shifts into vehicle form, be prepared to dodge the coming charge.

If Hayabusa is run over, he suffers significant damage and could easily be killed if he has taken damage earlier in the fight. Unless Hayabusa is low on health, he can take a few shots from the laser, but try to line up properly after only one shot.



Save your progress at the falcon, then engage the Rocket Launchers, Heavy Soldiers (Shield), Assassins, Heavy Soldiers, and Terrorists ahead.

Use jumping arrows to make quick work of the Rocket Launchers, then focus on the rest. After a short time, more Rocket Launchers appear above.

Take them out as they appear to avoid a rain of missiles. Use Ninpo and Ultimate Techniques freely here to make quick work of the waves of enemies.

TIP

Use Ultimate Techniques and Ninpo freely during the next battle against Assassins, Terrorists, and Heavy Soldiers because neither carry over into the battle against the Alchemists that follows.

Head into the next room to battle against several more waves of Assassins, Heavy Soldiers, and Terrorists, followed by two waves of Alchemists.

Focus on the Terrorists to build up Hayabusa's Ultimate Technique, and make sure to use Obliteration Techniques as much as possible to quickly fill Hayabusa's Ki Gauge.

Once Hayabusa has Ninpo or an Ultimate Technique available, the battle is essentially over. At this point, only a few enemies need to be killed between Ninpo assaults and Ultimate Techniques.

When the Alchemists appear, try to focus on fighting them one at a time. Use Strong Attack combos to keep each Alchemist in hit stun, and continue attacking repeatedly until another Alchemist starts to close in. When this happens, slide away to avoid taking damage for the other Alchemist.

When their robes become bloody (indicating that they're near death), try to finish each one off with an Izuna Drop, then an Obliteration Technique to build up Hayabusa's Ki Gauge. However, do not use Ninpo as soon as it's available.

Instead, wait until three Alchemists are dead, then wait for the remaining four to appear. Once the last four are visible, use Ninpo to finish them all in one stroke.

This leaves a single Alchemist, which is essentially the boss Alchemist, but because Hayabusa just used Ninpo, a single Strong Attack is enough to take out the last Alchemist and trigger a cinematic.

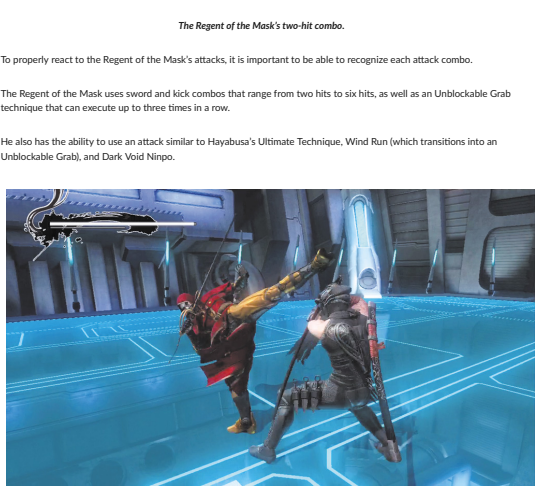
Defeat the last Alchemist, then walk toward him and finish the job with an attack when Hayabusa gets close. Continue walking down the hallway to initiate another boss battle against the Regent of the Mask.

BOSS BATTLE:
Regent of the Mask

Close Range Abilities: Two-Hit Combo, Three-Hit Combo, Five-Hit Combo, Six-Hit Combo, Unblockable Three-Grab Combo

Long Range Abilities: Two-Hit Charge Technique, Unblockable Jumping Grab, Projectile Attack

Strategy: This is the third time Hayabusa battles against the Regent of the Mask. The key to this battle is to react to the Regent of the Mask's actions. If Hayabusa takes the initiative, the Regent of the Mask uses one of many unblockable attacks that inflicts a great deal of damage.

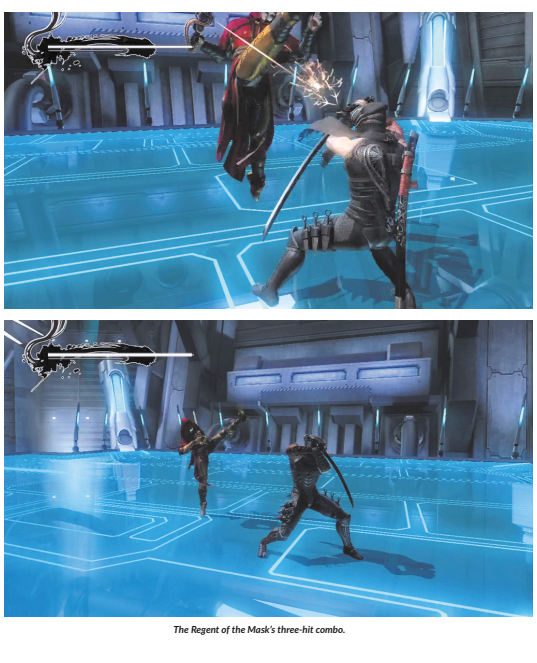


The Regent of the Mask's two-hit combo.

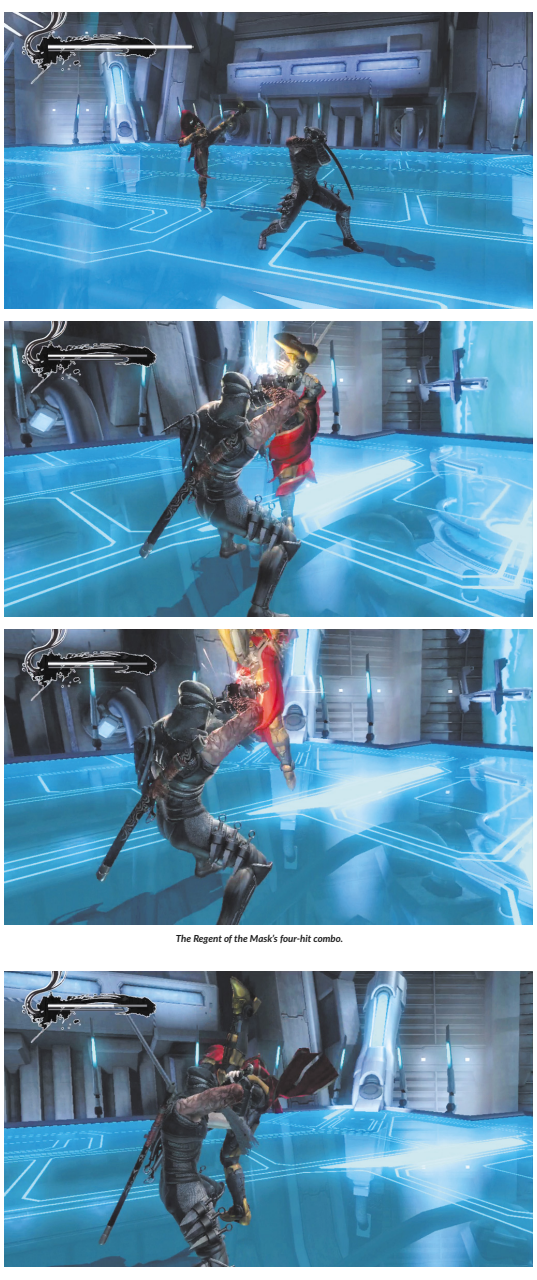
To properly react to the Regent of the Mask's attacks, it is important to be able to recognize each attack combo.

The Regent of the Mask uses sword and kick combos that range from two hits to six hits, as well as an Unblockable Grab technique that can execute up to three times in a row.

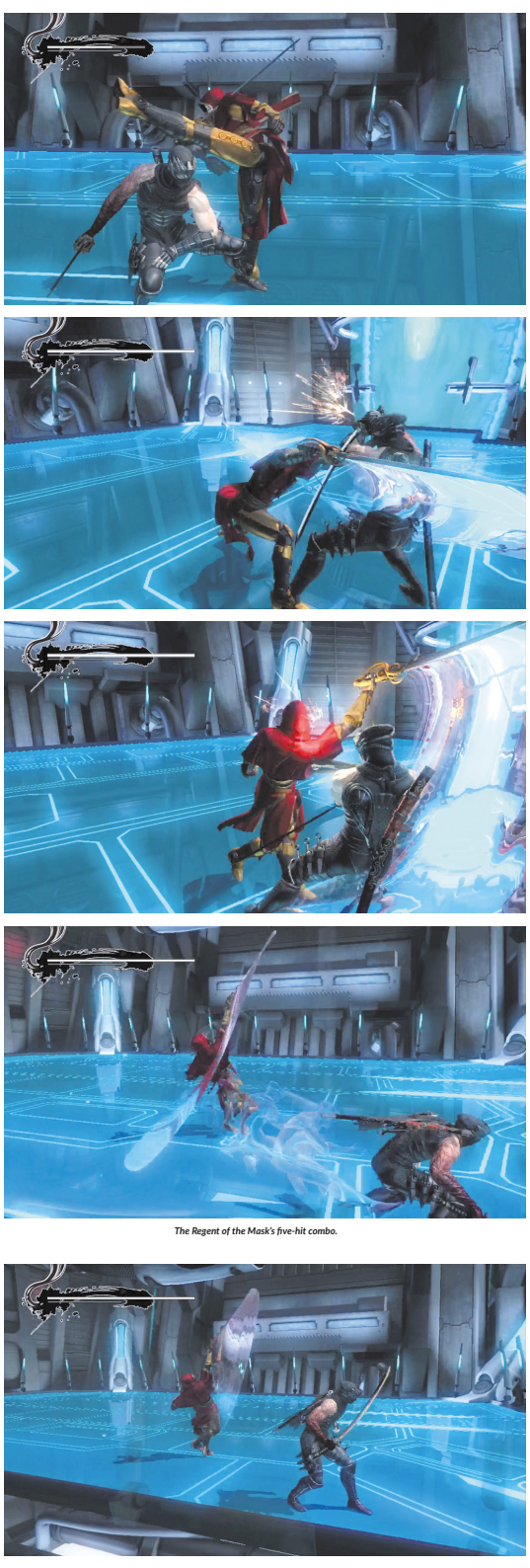
He also has the ability to use an attack similar to Hayabusa's Ultimate Technique, Wind Run (which transitions into an Unblockable Grab), and Dark Void Ninpo.



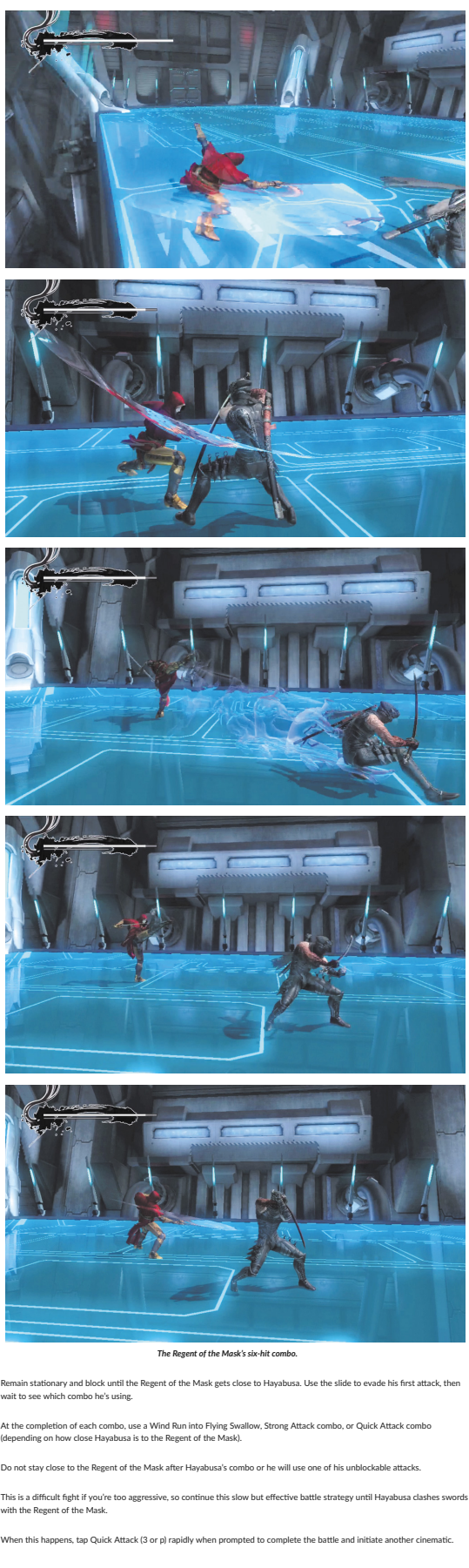
The Regent of the Mask's three-hit combo.



The Regent of the Mask's four-hit combo.



The Regent of the Mask's five-hit combo.



The Regent of the Mask's six-hit combo.

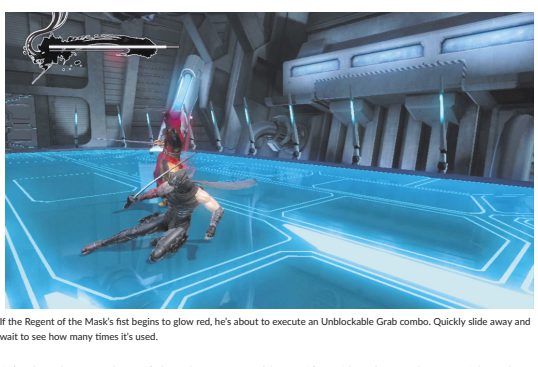
Remain stationary and block until the Regent of the Mask gets close to Hayabusa. Use the slide to evade his first attack, then wait to see which combo he's using.

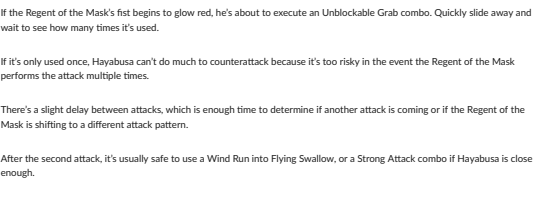
At the completion of each combo, use a Wind Run into Flying Swallow, Strong Attack combo, or Quick Attack combo (depending on how close Hayabusa is to the Regent of the Mask).

Do not stay close to the Regent of the Mask after Hayabusa's combo or he will use one of his unblockable attacks.

This is a difficult fight if you're too aggressive, so continue this slow but effective battle strategy until Hayabusa clashes swords with the Regent of the Mask.

When this happens, tap Quick Attack (X or □) rapidly when prompted to complete the battle and initiate another cinematic.



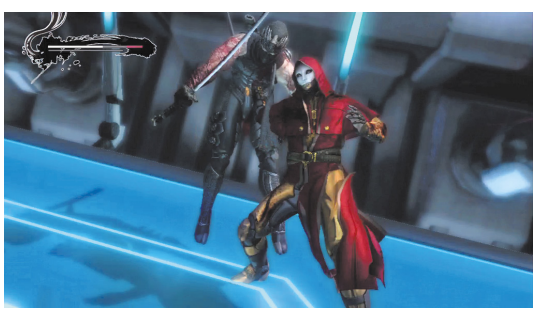


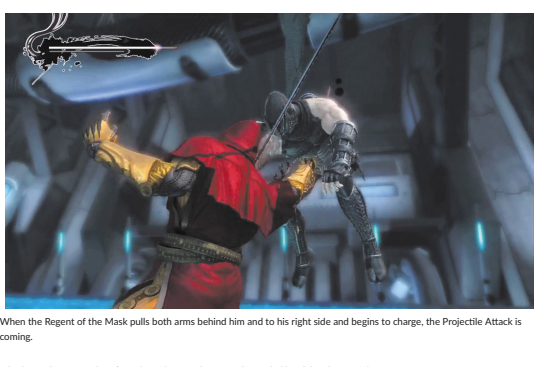
If the Regent of the Mask's fist begins to glow red, he's about to execute an Unblockable Grab combo. Quickly slide away and wait to see how many times it's used.

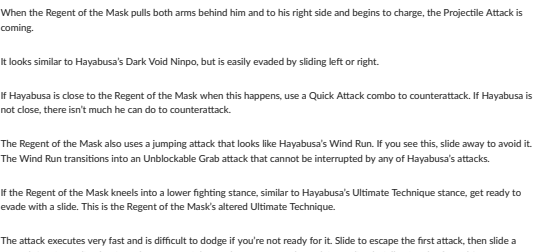
If it's only used once, Hayabusa can't do much to counterattack because it's too risky in the event the Regent of the Mask performs the attack multiple times.

There's a slight delay between attacks, which is enough time to determine if another attack is coming or if the Regent of the Mask is shifting to a different attack pattern.

After the second attack, it's usually safe to use a Wind Run into Flying Swallow, or a Strong Attack combo if Hayabusa is close enough.







When the Regent of the Mask pulls both arms behind him and to his right side and begins to charge, the Projectile Attack is coming.

It looks similar to Hayabusa's Dark Void Ninpo, but is easily evaded by sliding left or right.

If Hayabusa is close to the Regent of the Mask when this happens, use a Quick Attack combo to counterattack. If Hayabusa is not close, there isn't much he can do to counterattack.

The Regent of the Mask also uses a jumping attack that looks like Hayabusa's Wind Run. If you see this, slide away to avoid it. The Wind Run transitions into an Unblockable Grab attack that cannot be interrupted by any of Hayabusa's attacks.

If the Regent of the Mask kneels into a lower fighting stance, similar to Hayabusa's Ultimate Technique stance, get ready to evade with a slide. This is the Regent of the Mask's altered Ultimate Technique.

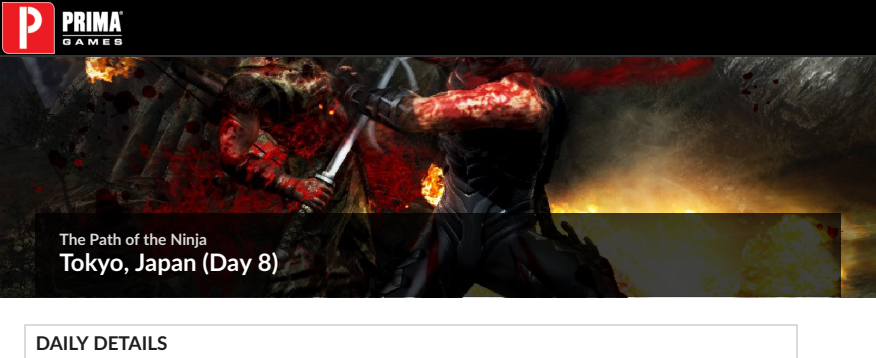
The attack executes very fast and is difficult to dodge if you're not ready for it. Slide to escape the first attack, then slide a second time immediately after. The Regent of the Mask uses a second attack immediately following the first Ultimate Technique.

NORMAL DIFFICULTY

This time around, the fight against the Regent of the Mask is almost exactly the same on Normal as it is on Hard, Master Ninja, and Ultimate Ninja.

This late in the game, Hayabusa can no longer aggressively attack the Regent of the Mask and expect to come out on top.

PRIMA GAMES



The Path of the Ninja

Tokyo, Japan (Day 8)

DAILY DETAILS

New Enemies	Paracelsus Fiends
Bosses	Cliff, Regent of the Mask (Theodore), Goddess

Press Strong Attack (Y or △) when prompted, then slide as soon as Hayabusa lands to avoid an attack from the Steel Spider ahead.

This Steel Spider is significantly easier to battle than any Steel Spiders Hayabusa previously faced. It will only take a few attacks to destroy each leg.

Take the Steel Spider down, then head down the street and make quick work of the Terrorists that attack. *On Master Ninja, Assassins (White) attack instead of Terrorists and other soldiers.*

Continue down the street to engage the Rocket Launchers, Heavy Soldiers (Shield), and Terrorists that attack. Focus on the Rocket Launchers first, then take care of the remaining enemies.

Head up the stairs and to the left. Press Jump (A or ✕) and Strong Attack (Y or △) when prompted, then kill the Rocket Launcher across the way with a jumping arrow.

Keep moving to intercept the Assassins and Terrorists that attack, then slide under the helicopter as it crashes. A horde of Celsus Fiends attack in the next area.

Throughout the battle, a few Demon Baphomets appear as well, but ignore them and focus on the Celsus Fiends. As Hayabusa cuts them down, his arm starts to hurt several times.

The first two times, the pain is relieved very quickly and does not affect his abilities. However, the third time it transitions into the crippled state that normally accompanies Hayabusa's pain.

Continue to kill the Celsus Fiends in this crippled state until a cinematic interrupts the sequence.

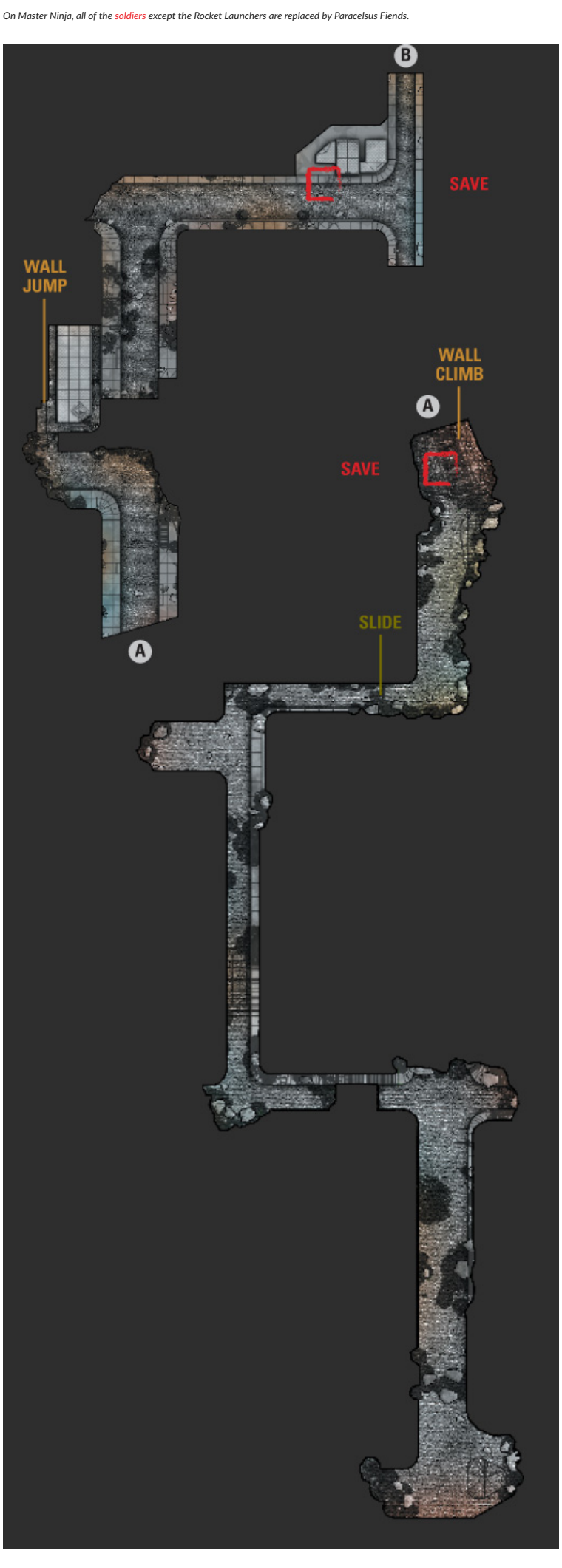
Head down the street and slide under the debris ahead. Use a jumping arrow to take out the Rocket Launcher at the end of the street, then kill the Heavy Soldiers (Shield) and Terrorists that attack.

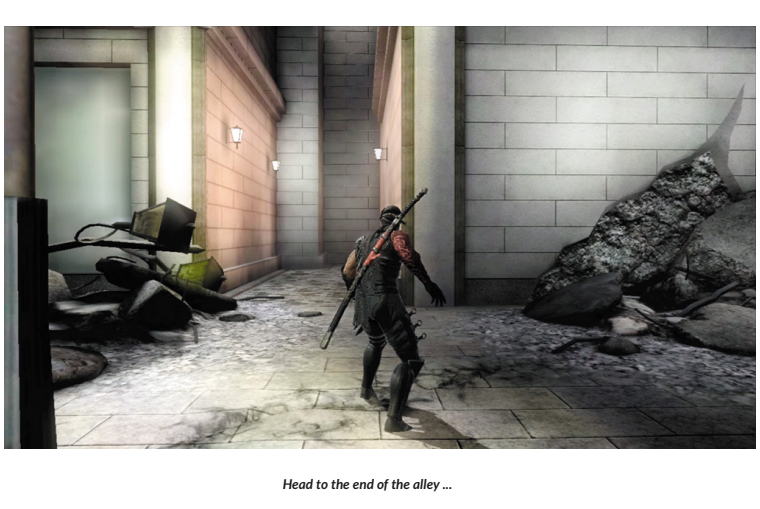
Take them out and engage the three Alchemists that appear. Hayabusa must fight several waves of Alchemists in groups of three.

However, after the first few Alchemists, Hayabusa has enough Ki to use Ninpo to take out the second wave, leaving only a few left to contend with.

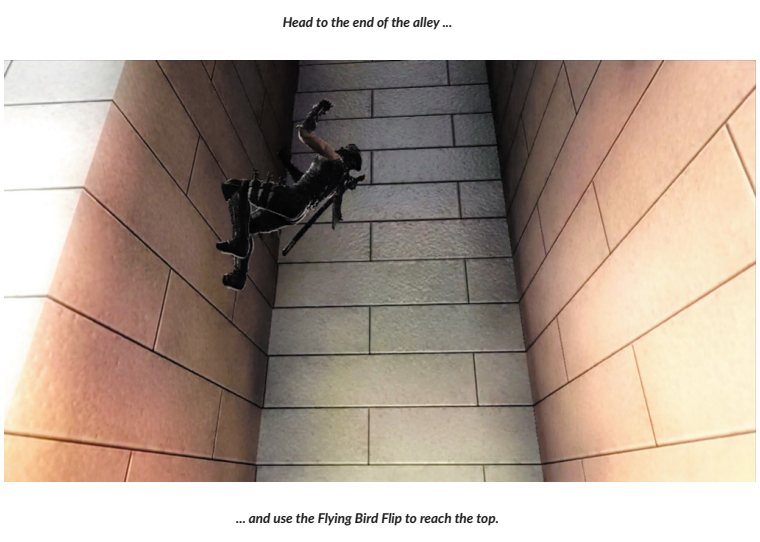
Take out the Alchemists, focusing on one at a time, and keep moving down the street. Save your progress at the falcon to the left of the wall, the use Kunai Climb to scale the wall and initiate another cinematic.

On Master Ninja, all of the soldiers except the Rocket Launchers are replaced by Paracelsus Fiends.





Head to the end of the alley ...



... and use the Flying Bird Flip to reach the top.

Press Jump (A or ✕) and Strong Attack (Y or △) when prompted to take out the Steel Spider below. Three more Alchemists attack as soon as the Steel Spider is down.

When the last Alchemist dies, a Rocket Launcher launches a surprise attack from down the street. Quickly slide to avoid the attack, then use a jumping arrow to take him down.

Finish off the Terrorists and Heavy Soldiers that appear, then head to the end of the alley and use the Flying Bird Flip to reach the top.

On Master Ninja, instead of soldiers and Alchemists attacking after the White Steel Spider, Spider Talon Ninja strike. Defeat the first wave and Spider Ninja join the Talon Ninja reinforcements.

TIP

During the next few battles that involve Homunculi, Demon Baphomets, and Ourboros, kill the Homunculi one at a time until one turns into a Demon Baphomet or Ourboros (unless Demon Baphomets or Ourboros are already visible).

Slide around until the Homunculi are close to the Demon Baphomet or Ourboros (Demon Baphomets take priority over Ourboros), then attack the Homunculi with Quick Attacks until a Steel on Bone occurs.

If the Demon Baphomet is close enough to Hayabusa when this happens, Hayabusa's next attack will be another Steel on Bone that kills the Demon Baphomet in a single attack.

Continue this strategy until no Homunculi remain, or Hayabusa builds up an Ultimate Technique or Ninpo, then finish off any remaining Homunculi and Demon Baphomets.

Head around the corner to engage several Heavy Soldiers (Jetpack). Take them out with jumping arrows, then press Jump (A or ✕) and Strong Attack (Y or △) when prompted, to take out the helicopter.

A horde of Homunculi appears below. Make quick work of them to spawn a few Demon Baphomets, Ourboros, and more Homunculi.

Focus on the Ourboros to build up to an Ultimate Technique, but kill the remaining Homunculi before using it.

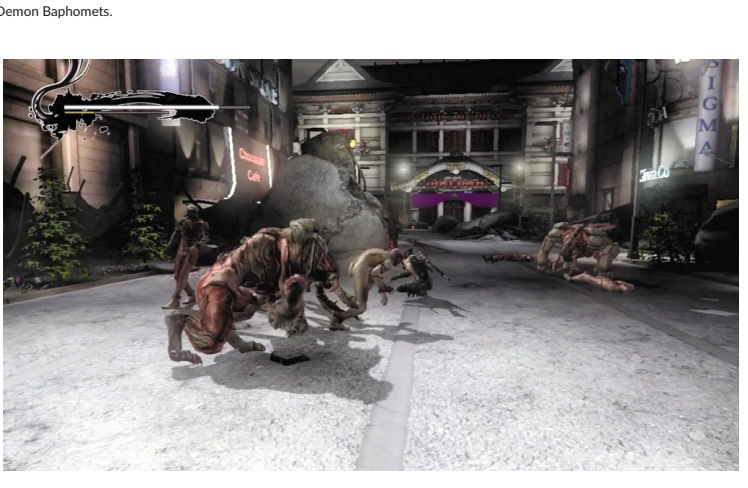
The Ultimate Technique is the best way to take out the Demon Baphomets, but if Homunculi are still alive, it may be wasted on them instead.

On Master Ninja, Spider Aya Ninja attack instead of the Demon Baphomets, Ourboros and Homunculi. They come in three waves as you progress through the area, with the third wave accompanied by a Rocket Launcher. After the Ninja and Rocket Launcher are down, two waves of Alchemists attack. Save your Ninpo for the first wave of Alchemists.

Continue down the street to find several more Homunculi, a few Ourboros, and two Demon Baphomets.

Finish off the Homunculi and Ourboros, then use an Ultimate Technique or Ninpo to take down the Demon Baphomets.

If you have both techniques available, take out the Homunculi and use Hayabusa's techniques to finish off the Ourboros and Demon Baphomets.



More Homunculi, Demon Baphomets, and Ourboros await Hayabusa just ahead. Wait until the Homunculi are close to the Demon Baphomets, then use Quick Attack combos to initiate a Steel on Bone attack.

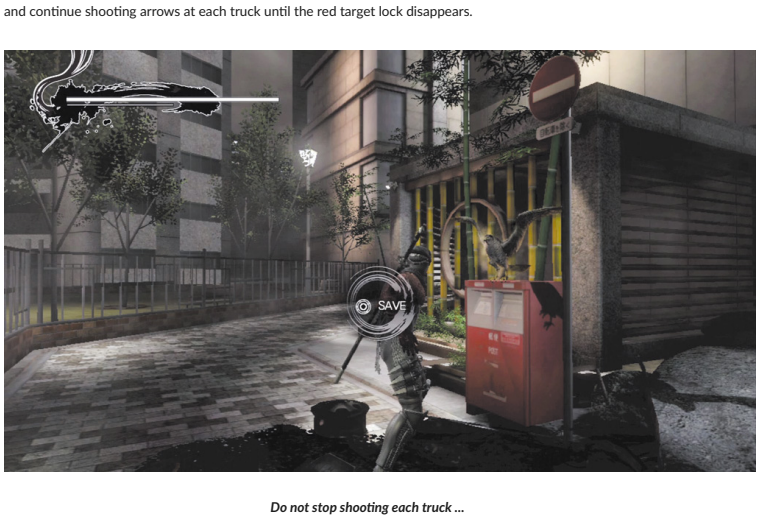
If the Demon Baphomets are close enough to the Homunculi when this attack concludes, the next slash of Hayabusa's sword will continue the Steel on Bone attack on the Demon Baphomet and take it out in one swing.

Focusing on the Homunculi and Ourboros also builds toward another Ultimate Technique, but remember to clear out the Homunculi and as many Ourboros as you can so that the Ultimate Technique is saved for the Demon Baphomets.

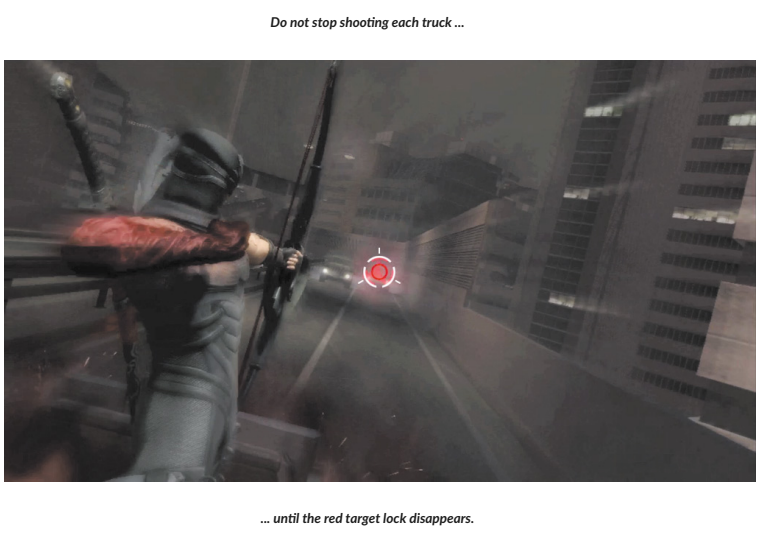
Continue down the street and around the corner. Save your progress at the falcon on top of the mailbox and head toward Muramasa's. After a cinematic, Hayabusa is in the back of a truck, shooting Heavy Soldiers (Jetpack).

When Mizuki calls out a direction, press Aim to lock on to the target, then shoot an arrow. Press Aim before shooting an arrow to lock on to each new target.

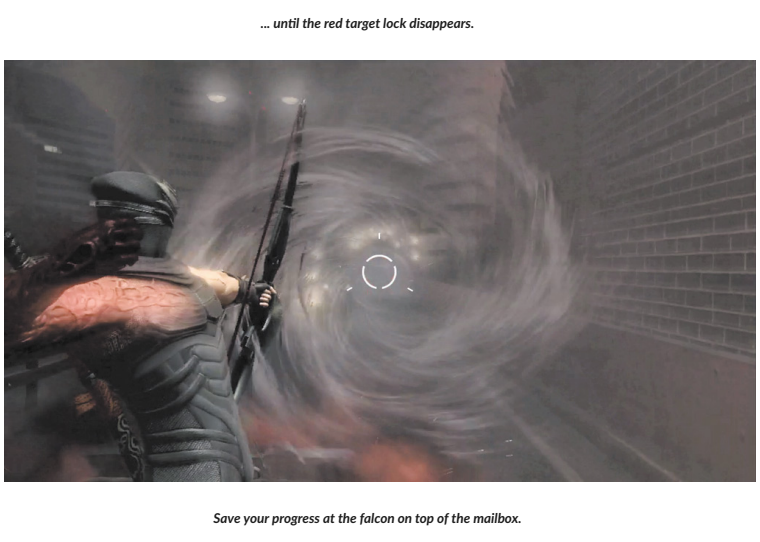
The sequence ends with four helicopters, followed by two trucks. You must take out the four helicopters as quickly as possible, and continue shooting arrows at each truck until the red target lock disappears.



Do not stop shooting each truck ...



... until the red target lock disappears.



Save your progress at the falcon on top of the mailbox.

Press Jump (A or ✕) when prompted, then hobble down the street. When a Paracelsus Fiend attacks, move the Left Analog Stick Left and Right while tapping Quick Attack (X or ☐) to shake it off.

Keep hobbling down the street to initiate another cinematic, followed by a boss battle.

FIRST APPEARANCE:
Paracelsus Fiend

Class: Weak
Arrows: Yes
Range: Short
Power: 3
Priority: 3
Abilities/Weapons: Unblockable Grab, Suicide Explosion, Dive Attack

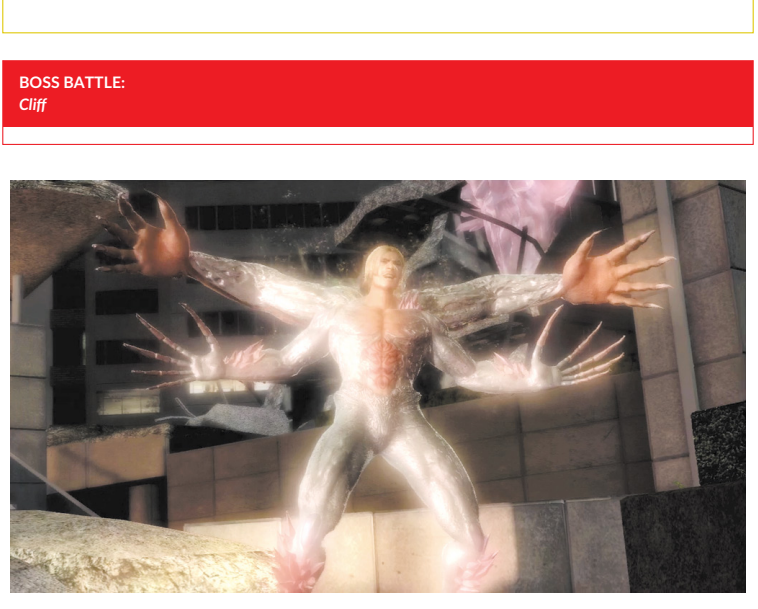
Strategy: Paracelsus Fiends are identical to normal Celsus Fiends, except they inflict more damage with each attack and they're more aggressive.

A group of Paracelsus Fiends can be difficult to contend with if Hayabusa is hit one time or loses his momentum for any reason.

They have the same abilities as normal Celsus Fiends (including the Suicide Explosion), and are susceptible to the Izuna Drop.

Use the Izuna Drop, then finish them off with an Obliteration Technique and be cautious of a potential resurrection and suicide. If Hayabusa gets hit, quickly slide away to regroup before you lose momentum completely.

BOSS BATTLE:
Cliff



Close Range Abilities: Energy Explosion, Two-Hit Combo, Five-Hit Combo, Unblockable Grab

Long Range Abilities: Projectile, Lasers, Paracelsus Fiend Helpers

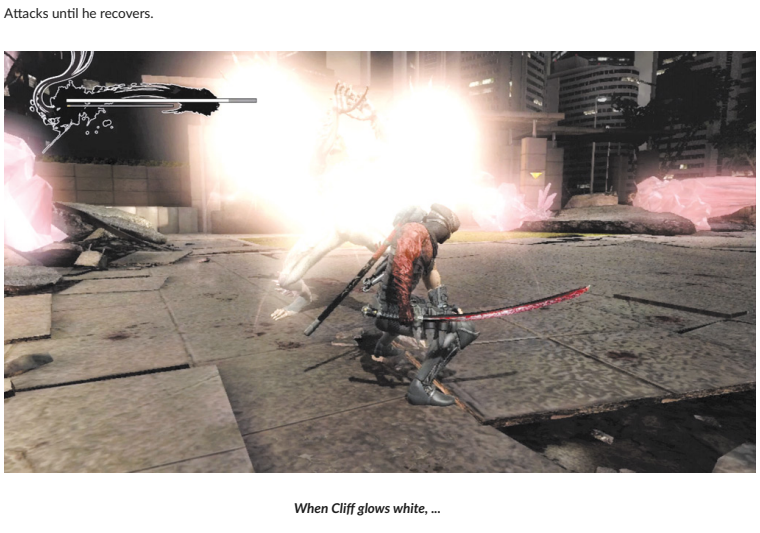
Strategy: As soon as the boss battle begins, slide left or right to avoid Cliff's projectile attack. Stand just outside of Cliff's immediate attack range and wait for him to initiate a combo.

He generally uses a two- or five-hit combo. Counterattack with a series of Quick Attacks at the conclusion of each combo. If you see Cliff's arms glow white, quickly slide away to avoid the Unblockable Grab that follows.

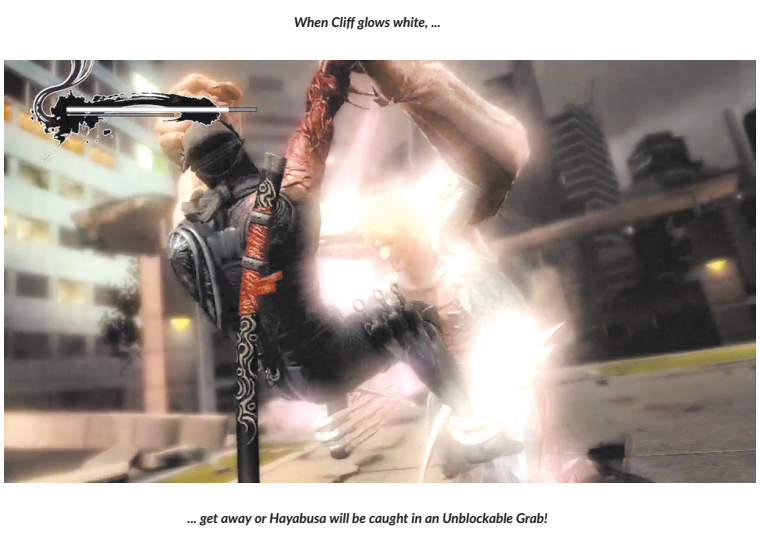
Once you have inflicted enough damage, you're prompted to tap Strong Attack (Y or △) rapidly to tear off Cliff's second set of arms.

If you react slowly, back away and wait for Cliff's Energy Explosion. There's a large blast radius signified by the glowing circle around Cliff.

Stay outside of the circle and wait for Cliff to explode. When he does, quickly slide toward him and use an onslaught of Quick Attacks until he recovers.



When Cliff glows white, ...



... get away or Hayabusa will be caught in an Unblockable Grab!

Repeat the process until Cliff changes into a flying state. As soon as he's airborne, slide to dodge any projectile attacks, then shoot an arrow at Cliff.

This triggers a brief cinematic and Hayabusa loses his bow. Unfortunately, there's no way around this.

Cliff summons a horde of Paracelsus Fiends while firing lasers and using a Projectile Attack against Hayabusa. Stay clear of the bright patches on the ground, as they indicate the trajectory of the laser.

Use Izuna Drops on the Paracelsus Fiends to keep Hayabusa in the air and invulnerable to most of Cliff's attacks.

Kill roughly ten Paracelsus Fiends to build up an Ultimate Technique, then unleash it on the remaining Paracelsus Fiends and Cliff.

When Cliff drops to the ground, attack with a barrage of Strong Attacks. If you can inflict enough damage before Cliff gets back into the air, you're prompted to press Strong Attack (Y or △) and end the battle.

If you cannot, more Paracelsus Fiends spawn and you must build up to another Ultimate Technique and try again.

NORMAL DIFFICULTY

This late in the game, there really isn't a significant difference when playing on the Normal difficulty, compared to Hard.

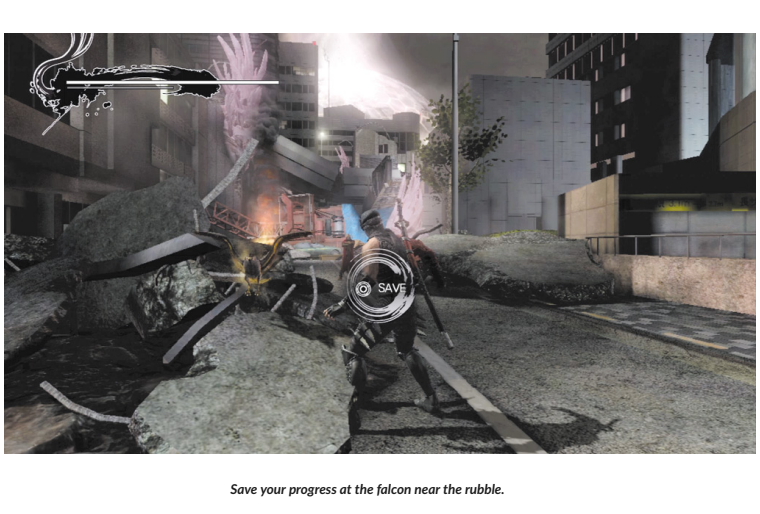
The only change worth noting is that the Paracelsus Fiends do not hit quite as hard and are a little less aggressive. This makes them a little easier to deal with, but they aren't that much trouble on higher difficulties anyway.

The Energy Explosion attack won't kill Hayabusa unless he's low on health, so you have a little leeway there, but otherwise follow the Hard strategy.

MASTER NINJA AND ULTIMATE NINJA DIFFICULTY

Follow the Hard strategy, but be extra cautious of Cliff's Energy Explosion. It has a large blast radius and can kill Hayabusa in one attack on either Master Ninja or Ultimate Ninja levels.

The Paracelsus Fiends are also more aggressive on the higher difficulty settings. Stick to Izuna Drops to finish them off and be careful to avoid their Suicide Explosions.



Save your progress at the falcon near the rubble.

Save your progress at the falcon near the rubble and continue down the street to engage a horde of Paracelsus Fiends. Head up the ramp and onto the street to find more Paracelsus Fiends.

Defeat them, then jump off the street near the end of the road and press Strong Attack (Y or △) when prompted.

On Master Ninja, Alchemists (White) replace the enemies on the rooftop. After the Flying Bird Flip, several waves of Paracelsus Fiends attack, followed by two waves of Alchemists (White).

Take out the Paracelsus Fiends on the rooftop, then use the Flying Bird Flip reach the area above and find more Paracelsus Fiends and a Magna Persona Fiend that turns into a Magna Fiend.

Ignore the Magna Persona Fiend and Magna Fiend and focus on the Paracelsus Fiends. When Hayabusa's arm begins to hurt, Theodore heals it and allows him to continue fighting normally.

Finish off the rest of the Paracelsus Fiends and Magna Fiend with Ninpo and Ultimate Techniques. Wait for the helicopter to crash, the head up the newly formed ramp.

Jump over to the next building to take on another batch of Paracelsus Fiends and two Demon Baphomets.

Focus on the Paracelsus Fiends first to build up Hayabusa's Ki Gauge, then use Ninpo to finish off the first wave of Demon Baphomets and Paracelsus Fiends.

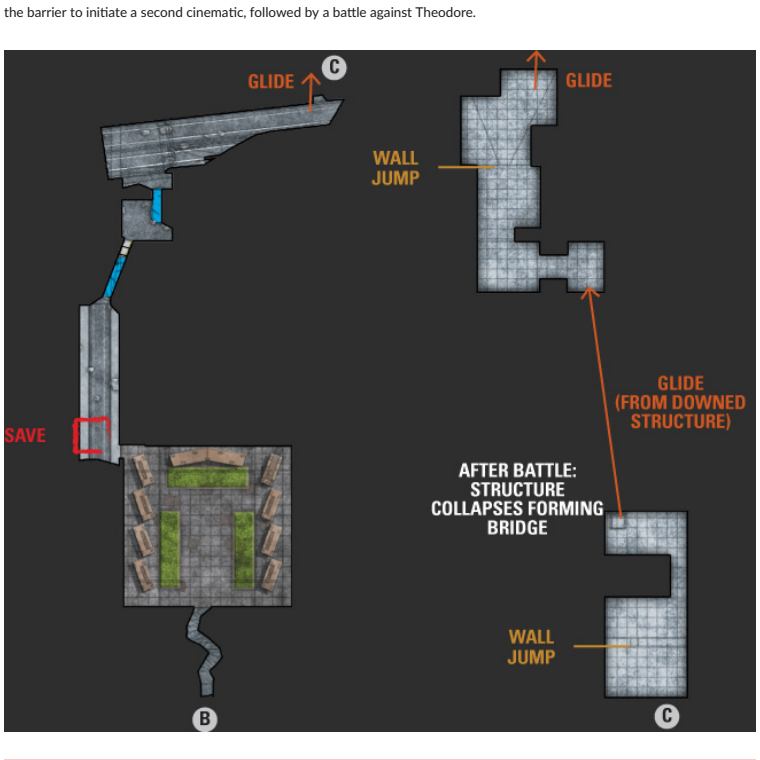
When the next wave appears, focus on the Paracelsus Fiends again until Hayabusa can use an Ultimate Technique, then unleash it on the remaining Demon Baphomets and Paracelsus Fiends.

If any Demon Baphomets remain, let Theodore handle one of the Demon Baphomets, while Hayabusa takes out the rest.

Kunai Climb to the next roof to find another set of Paracelsus Fiends and Demon Baphomets.

Use the Paracelsus Fiends to build up to another Ultimate Technique and increase Hayabusa's Ki Gauge, then use Ultimate Techniques and Ninpo to finish off the Demon Baphomets and Paracelsus Fiends.

Defeat all the enemies, then jump off the far side of the rooftop. Attack the barrier to trigger a short cinematic. Walk toward the barrier to initiate a second cinematic, followed by a battle against Theodore.


GLIDE
C
WALL JUMP
SAVE
B
GLIDE
GLIDE (FROM DOWNED STRUCTURE)
AFTER BATTLE: STRUCTURE COLLAPSES FORMING BRIDGE
WALL JUMP
C

BOSS BATTLE:
Regent of the Mask/Theodore

Close Range Abilities: Two-Hit Combo, Three-Hit Combos, Unblockable Two-Grab Combo

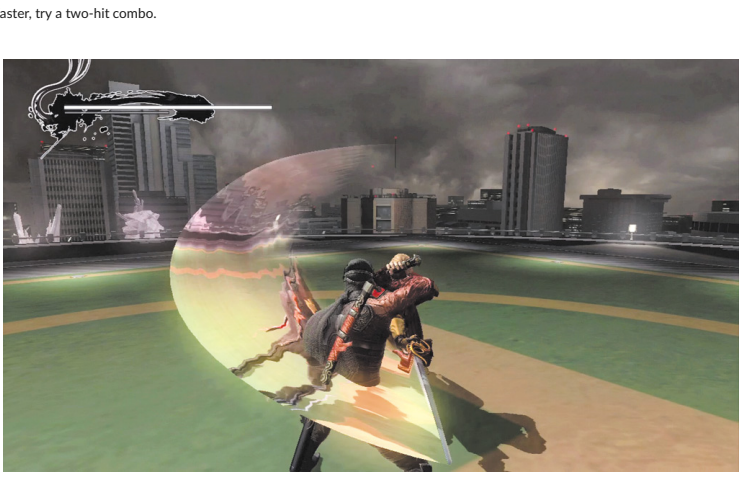
Long Range Abilities: Two-Hit Charge Technique

Strategy: This is Hayabusa's fourth time fighting against the Regent of the Mask and arguably the easiest of the fights. Hold Block (LT or L1) until Theodore approaches Hayabusa.

When he gets close, use the slide to evade his initial attack. If he uses the three-hit Strong Attack combo, after you evade the first attack, the second will miss, then wait until the last moment to evade the third attack with a slide.

This leaves Hayabusa close enough to connect with a one- or two-hit Strong Attack combo or use a Wind Run into a Flying Swallow.

It is best to use either the Flying Swallow or a single Strong Attack here, but if you're feeling risky and want to end the battle faster, try a two-hit combo.



Immediately following Hayabusa's attack, slide away from Theodore. If you only used a single Strong Attack, he won't have much of a counterattack.

However, if you were risky and tried to go for two hits, he may counter with an Unblockable Two-Grab Combo. If his fist glows red, the attack is coming.

NORMAL DIFFICULTY

This is one of the easier fights against Theodore, and while the strategy to defeat him doesn't vary much on the Normal difficulty setting, you can once again play aggressively.

Use a barrage of Quick Attack combos until Theodore begins to fight back. Shift into the Hard strategy and evade his combos, then go right back to being aggressive.

Theodore's attacks don't hurt as much on the Normal difficulty, so Hayabusa can take a few more hits during this battle. However, if his Health Gauge starts to get low, stick to the Hard strategy.

MASTER NINJA AND ULTIMATE NINJA DIFFICULTY

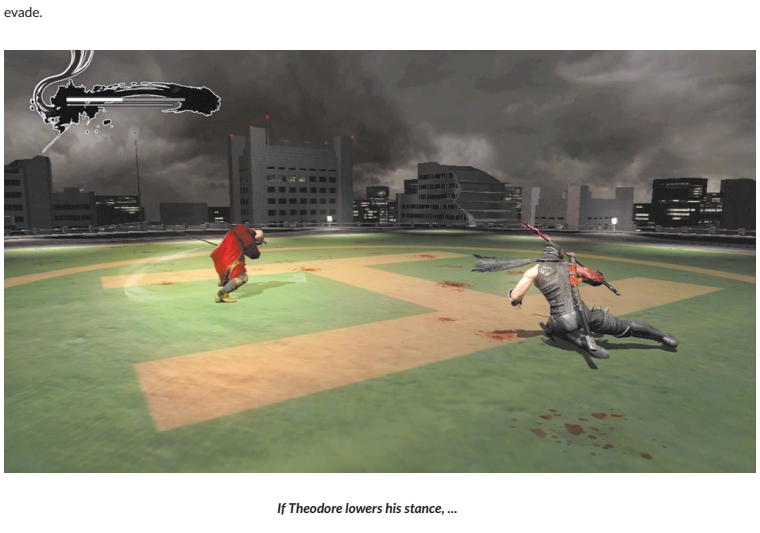
If you follow the Hard strategy, you won't have a problem with this battle. It's one of the easier fights against Theodore, and by now you should have a good understanding of how he fights.

The Unblockable Grab is still extremely damaging, so watch out for that at all costs, but otherwise this battle is fairly straightforward.

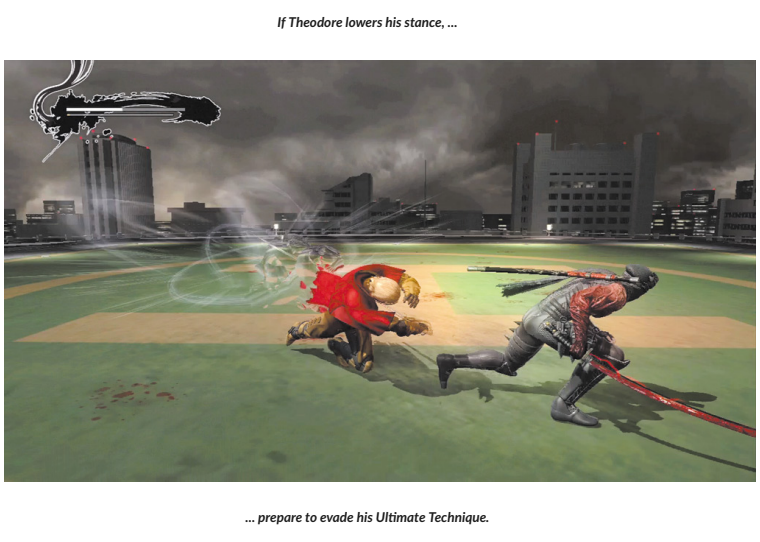
The first attack is easily evaded if you slid away from Theodore immediately following Hayabusa's attack. If you see the red fist, slide away again as quickly as possible. The second attack has deceptively long range and inflicts a significant amount of damage.

Theodore uses a few other attack combos, and while it is possible to hit him after dodging the attacks, the timing is very strict.

If your timing is off, Theodore either blocks the attack, or counters with his own attack. If he counters, you do not have time to evade.



If Theodore lowers his stance, ...

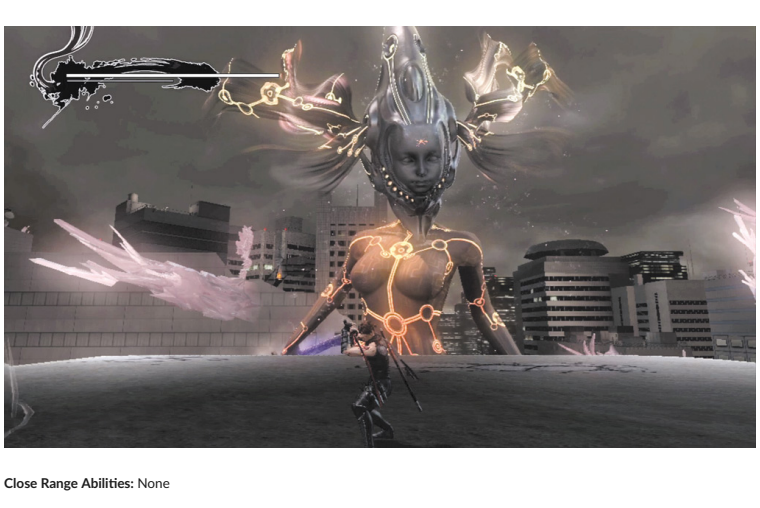


... prepare to evade his Ultimate Technique.

If Theodore lowers his stance and places his sword low to the ground, be ready to evade with a slide. This is his version of an Ultimate Technique.

When he attacks, it comes very fast and is difficult to dodge if you're not ready. Slide to get away from the first attack, then immediately slide again. Theodore follows the initial attack with a second almost immediately after.

BOSS BATTLE:
Goddess

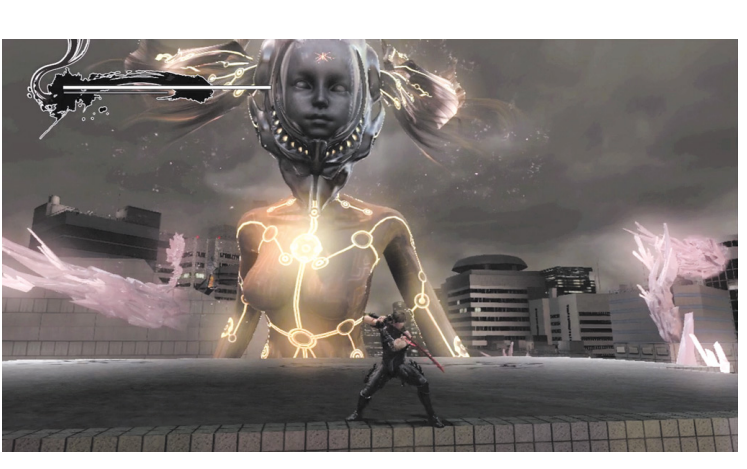


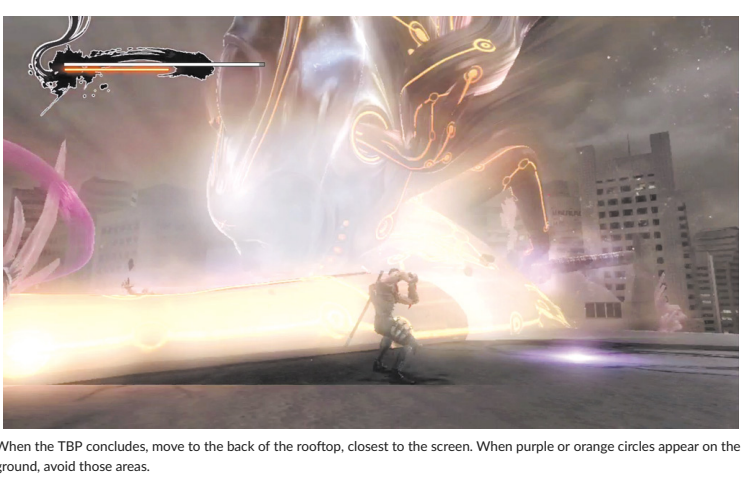
Close Range Abilities: None

Long Range Abilities: Projectile, Arm Slam, Sword Slash

Strategy: After Hayabusa defeats Theodore for the last time, a TBP similar to the one at the beginning of the game takes place.

When prompted: Walk forward, Jump (A or ✕), hold Block (LT or L1) and press Right on the Left Analog Stick, press Strong Attack (Y or △), rapidly tap Strong Attack (Y or △), walk forward, hold Block (LT or L1) and press Up on the Left Analog Stick, press Jump (A or ✕), press Strong Attack (Y or △), then rapidly tap Strong Attack (Y or △).





When the TBP concludes, move to the back of the rooftop, closest to the screen. When purple or orange circles appear on the ground, avoid those areas.

The circles mark the Goddess's attack patterns. Purple circles indicate a projectile attack, while orange circles indicate where the Goddess's Arm Slam will fall.

At this point, Paracelsus Fiends appear. Stay on the left side of the rooftop to avoid the Goddess's Arm Slam, and use the Izuna Drop to kill the Paracelsus Fiends quickly.

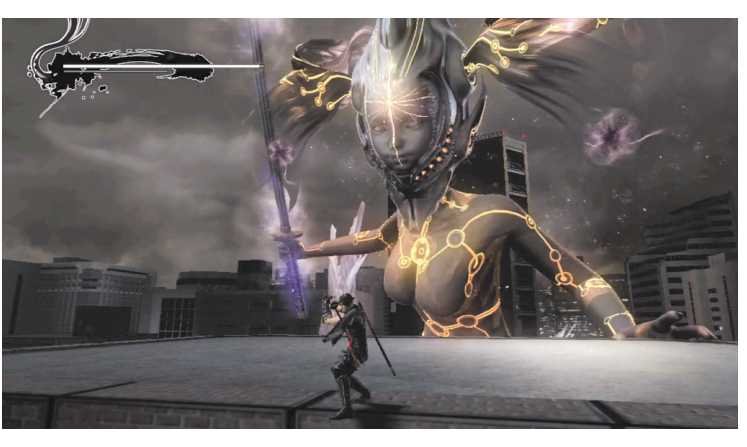
As soon as Hayabusa's Ki Gauge is full, use Ninpo to conclude this portion of the boss battle and initiate another TBP.

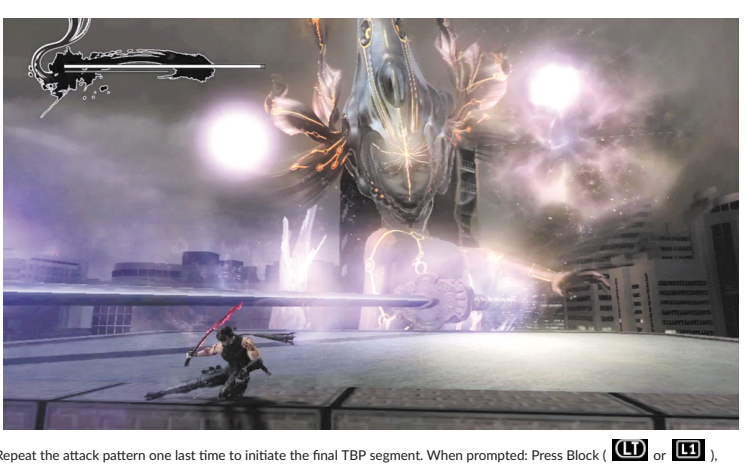
When prompted: Rapidly tap Strong Attack (Y or △), press Block (LT or L1), rapidly tap Quick Attack (X or ☐), press Strong Attack (Y or △), rapidly tap Strong Attack (Y or △), run up to the Goddess's arm and attack it (there is not a prompt for this), press Strong Attack (Y or △), attack the Goddess's head (there is not a prompt for this), then rapidly tap Strong Attack (Y or △).

After the TBP, Hayabusa is back on the rooftop. Stay close to the screen again and watch out for the purple circles on the ground again.

Stay close to the where the Goddess's Arm Slam will fall, but far enough away to avoid the attack. The Arm Slam generally occurs three times, with the Goddess leaving her arm on the ground the third time.

However, occasionally the Goddess will leave her arm on the ground on the first and only slam, or on the second of two slams.





Repeat the attack pattern one last time to initiate the final TBP segment. When prompted: Press Block (LT or L1), press Strong Attack (Y or △), then rapidly tap Strong Attack (Y or △) to finish off the Goddess and complete the game. Congratulations!

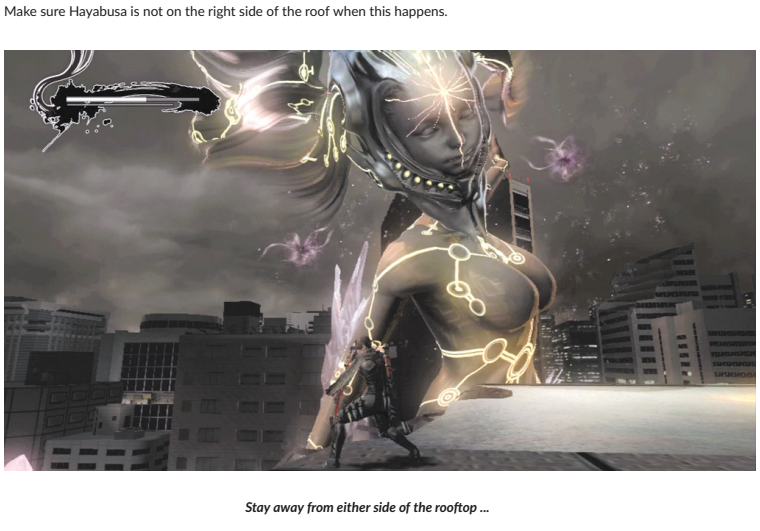
When the arm remains on the ground, quickly slide toward it and attack with Quick Attack combos. Repeat this process until the prompt to rapidly tap Strong Attack (Y or △) appears.

After the prompt, and occasionally after any attack on the Goddess's arm, she reels back and usually attempts anywhere from one to four Sword Slashes.

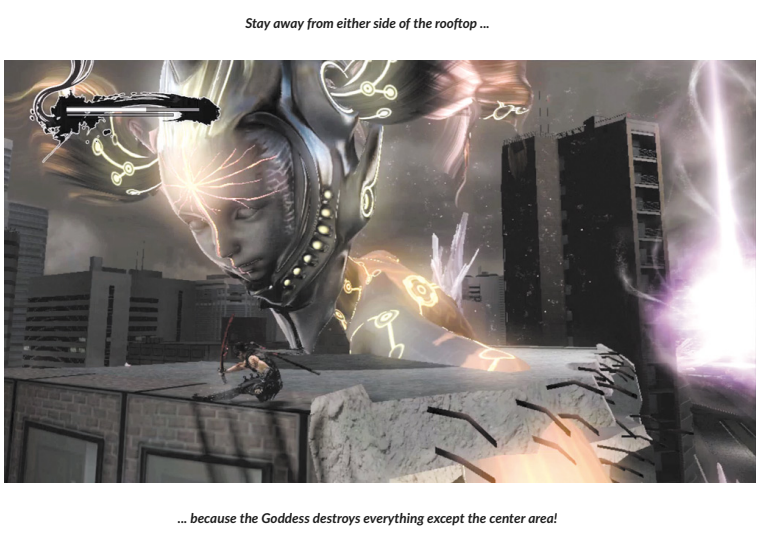
To avoid taking damage from the Sword Slash, Hayabusa must slide as the attack occurs. The timing is relatively strict, so time the slide well.

After two attack prompts on the Goddess's arm, stay away from the left side of the rooftop. She slams her arm down and completely destroys it. If Hayabusa is on the left side of the roof when this happens, he suffers an instant death.

Repeat the same process as before, and after two more attack prompts, the Goddess clears out the right side of the rooftop. Make sure Hayabusa is not on the right side of the roof when this happens.



Stay away from either side of the rooftop ...



... because the Goddess destroys everything except the center area!

NORMAL DIFFICULTY

As the last boss battle of the game, there isn't a significant difference between the Normal and Hard settings, other than the Goddess inflicts a little less damage with every attack on Normal, and the Paracelsus Fiends are a little less aggressive.

For the most part, stick to the Hard strategy, but when the Goddess uses the Sword Slash attack, Hayabusa can take a few hits without dying.

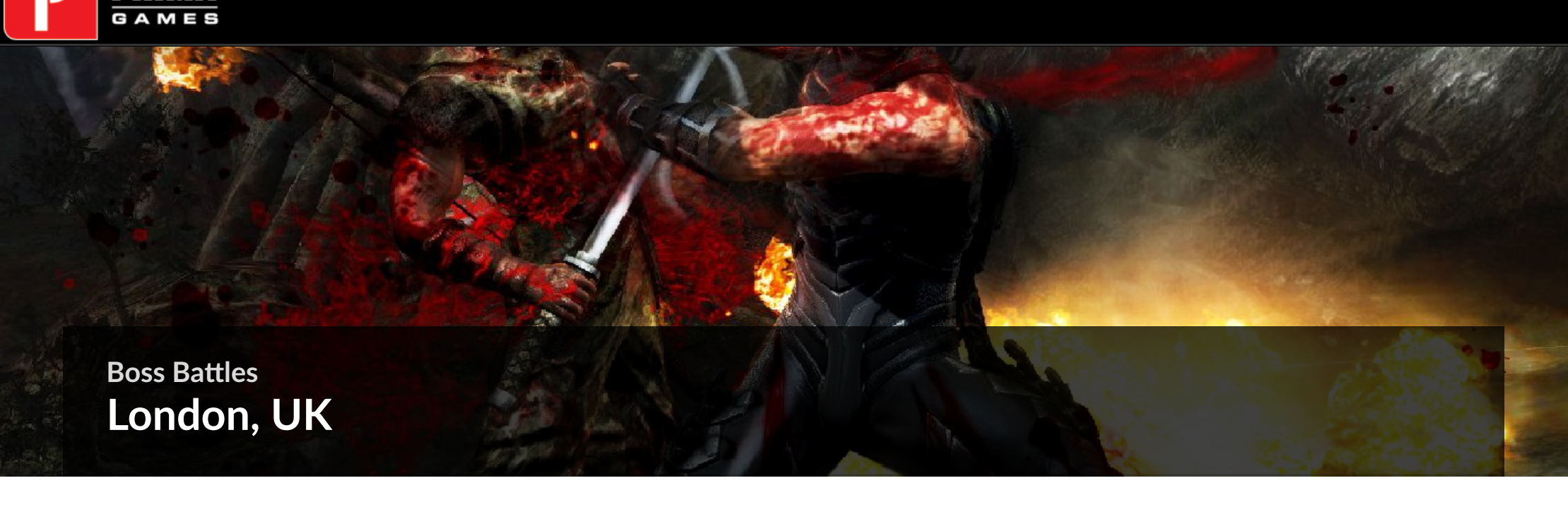
It's still important to slide under the attack to avoid taking any damage at all, but if your timing isn't very good, you can still win this battle after taking a few Sword Slash attacks.

MASTER NINJA AND ULTIMATE NINJA DIFFICULTY

The main difference between Hard and Master Ninja and Ultimate Ninja on this battle is that the Goddess inflicts a ridiculous amount of damage with almost every attack on the harder levels.

Do not get hit by the Sword Slash. On Master Ninja it takes well over half of Hayabusa's full Health Gauge, and on Ultimate Ninja it can almost kill in one attack.

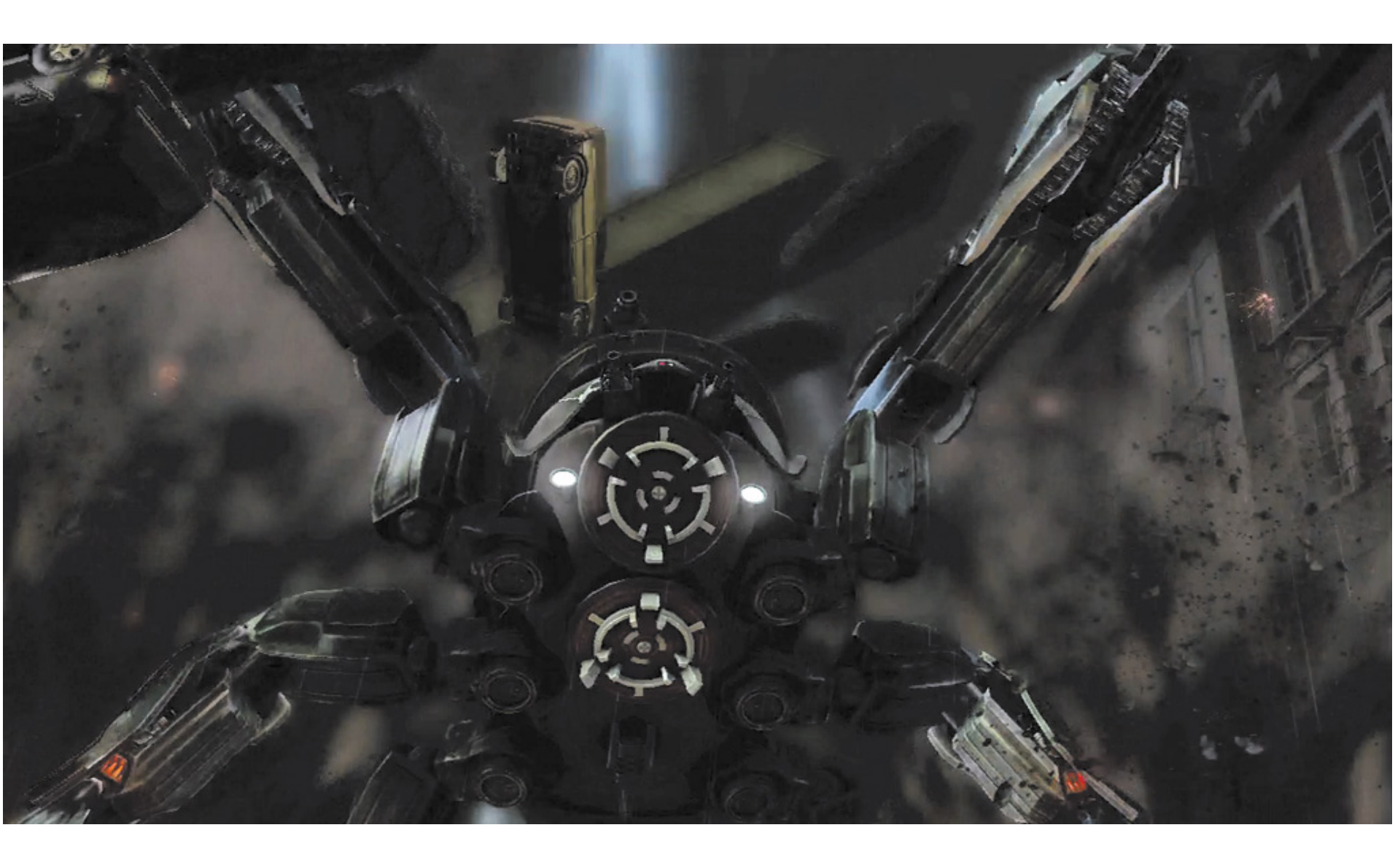
The same damage increase happens with the Arm Slam, but even on Ultimate Ninja, Hayabusa can take a few of these attacks. The key to success here is to play cautiously and avoid taking any unnecessary damage.



Boss Battles

London, UK

BOSS BATTLE:
Steel Spider



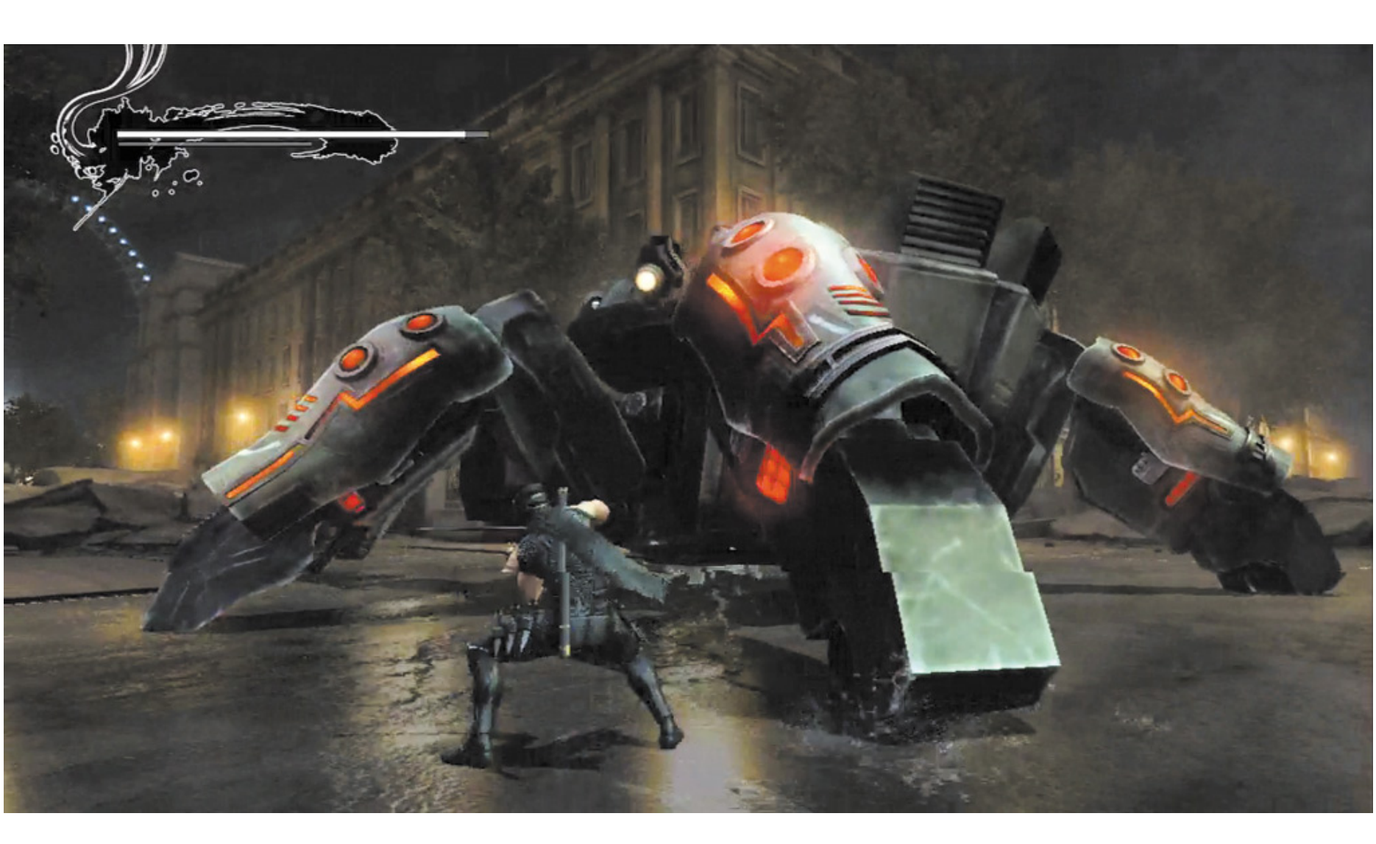
Close Range Abilities: Electric Field, Flamethrower, Missiles
Long Range Abilities: Missiles
Strategy: The Steel Spider has six legs, but only the four rear legs are vulnerable. Each of the vulnerable legs has three layers of shielding to cut through. When all of the shielding is gone, Hayabusa can sever the leg.

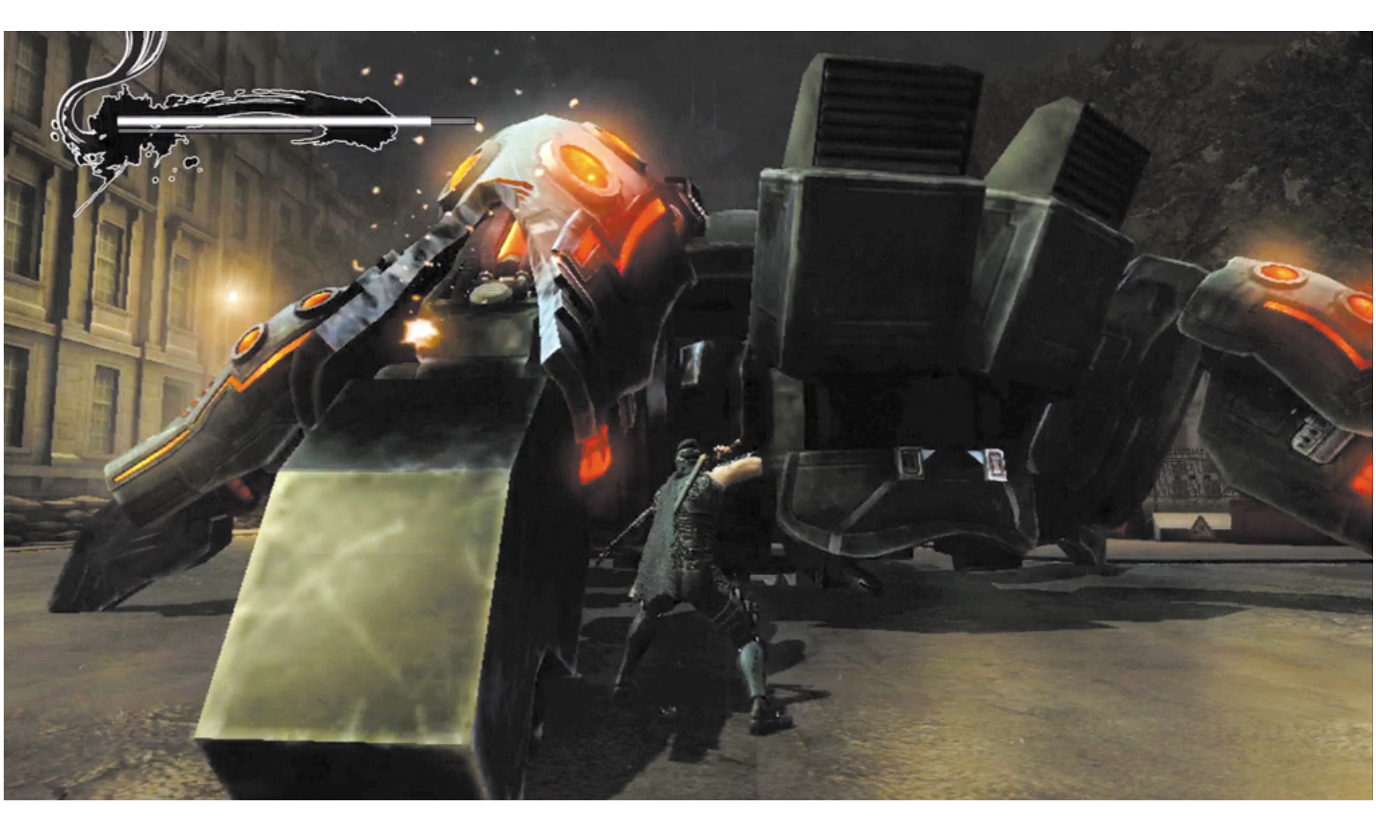
The front of the Steel Spider is a flamethrower. If Hayabusa stands still for too long, the Steel Spider uses an unblockable flame attack. Mounted on top of the Steel Spider is a machine gun and a rocket launcher. You don't have to worry much about the machine gun, but pay attention to the rocket launcher.

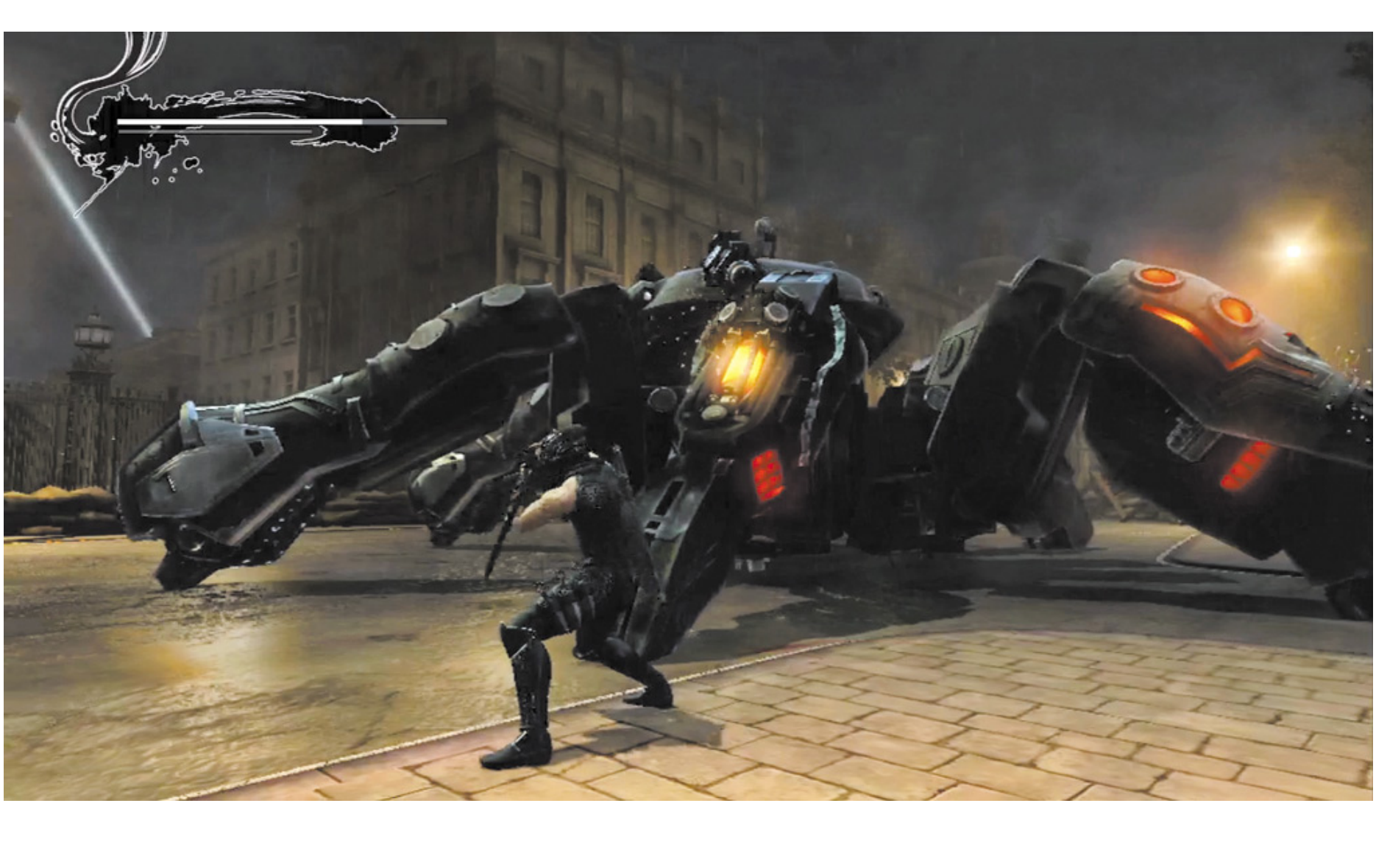
When it's on, it looks like a light, and missiles will soon be heading toward Hayabusa. This is also accompanied by a chiming sound. When the rocket launcher illuminates and the chiming sound is heard, slide to evade the missiles that will soon follow.

Slide from leg to leg between missile attacks. Use Quick Attacks on the legs until prompted to rapidly tap Quick Attack (ⓧ or ■) to destroy each leg. When all of the Steel Spider's vulnerable legs are destroyed, the back panel opens.

Quickly move up the ramp and destroy the glowing orange section to finish off the Steel Spider. If Hayabusa does not destroy the back panel quickly, the Steel Spider generates an electrical field that cannot be blocked. If you have trouble reaching the back panel, wait for this to happen, then try again.







NORMAL DIFFICULTY

Hayabusa's attacks inflict significantly more damage, meaning that it requires fewer attacks to sever the legs of the Steel Spider.

In addition, the missiles the Steel Spider shoots at Hayabusa do not fire as frequently and inflict much less damage.

MASTER NINJA AND ULTIMATE NINJA DIFFICULTY

On Master Ninja and Ultimate Ninja, it becomes even more important to pay close attention to the rocket launcher on top of the Steel Spider. It fires more frequently and inflicts considerable damage to Hayabusa if he's hit.

As soon as you hear the chime and the rocket launcher illuminates, slide away. It may take longer to destroy each leg, but the risk of death is considerably lower if you slide to avoid the rockets.

Attack each leg until only one layer of shielding remains. However, do not severe the leg yet. When a leg is severed, the Steel Spider uses an Electric Field is Hayabusa is close.

To avoid this, wait until all of the legs are down to a single layer of shielding, then sever one leg after another until all four are destroyed.

BOSS BATTLE:
Regent of the Mask

Close Range Abilities: Two-Hit Combo, Three-Hit Combos, Unblockable Two-Grab Combo

Long Range Abilities: Two-Hit Charge Technique

Strategy: Hold Block (LT or L1) and wait for the Regent of the Mask to approach Hayabusa. Slide away from his first attack and wait to see which combo the Regent of the Mask uses. While inside, the Regent of the Mask primarily uses a two-hit combo.

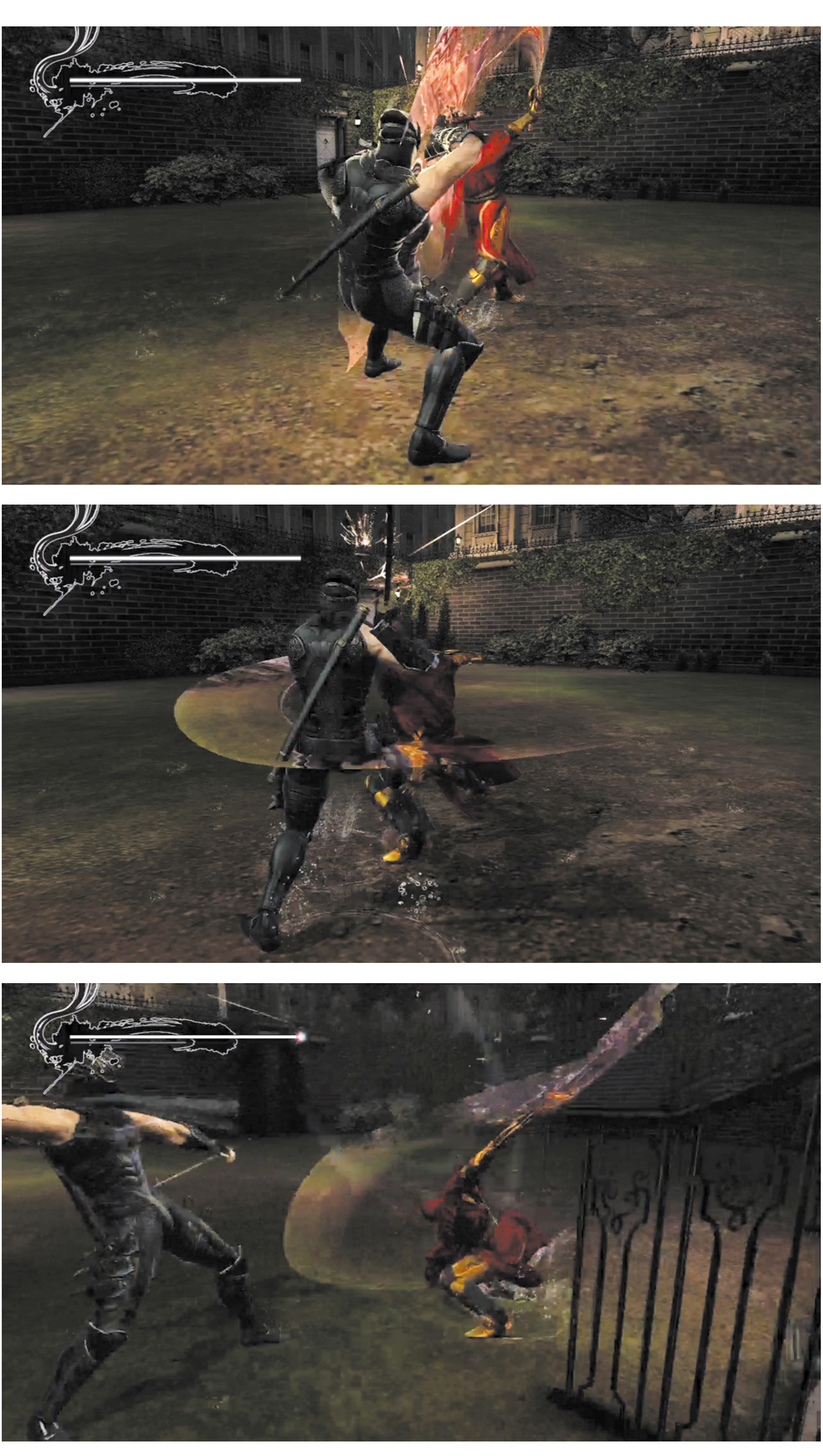
Slide twice to avoid both attacks, but make sure the second slide leaves Hayabusa close enough to the Regent of the Mask to land a Quick Attack combo.

After attacking the Regent of the Mask, slide away to regroup. If Hayabusa uses too many attacks, the Regent of the Mask may counter with an unblockable throw combo or a parry. If his fist glows red, the throw combo is coming.

Use no more than three Quick Attacks at a time to avoid the Regent of the Mask's unblockable throw combo.

Continue to attack until Hayabusa's sword clashes with the Regent of the Mask's and you're prompted to rapidly tap Quick Attack (ⓧ or ■). Repeat this process until the Regent of the Mask is knocked outside.

Try to stay on either side of the desk, or toward the back of the room, but do not stay directly in front of the desk to make the transition happen faster.



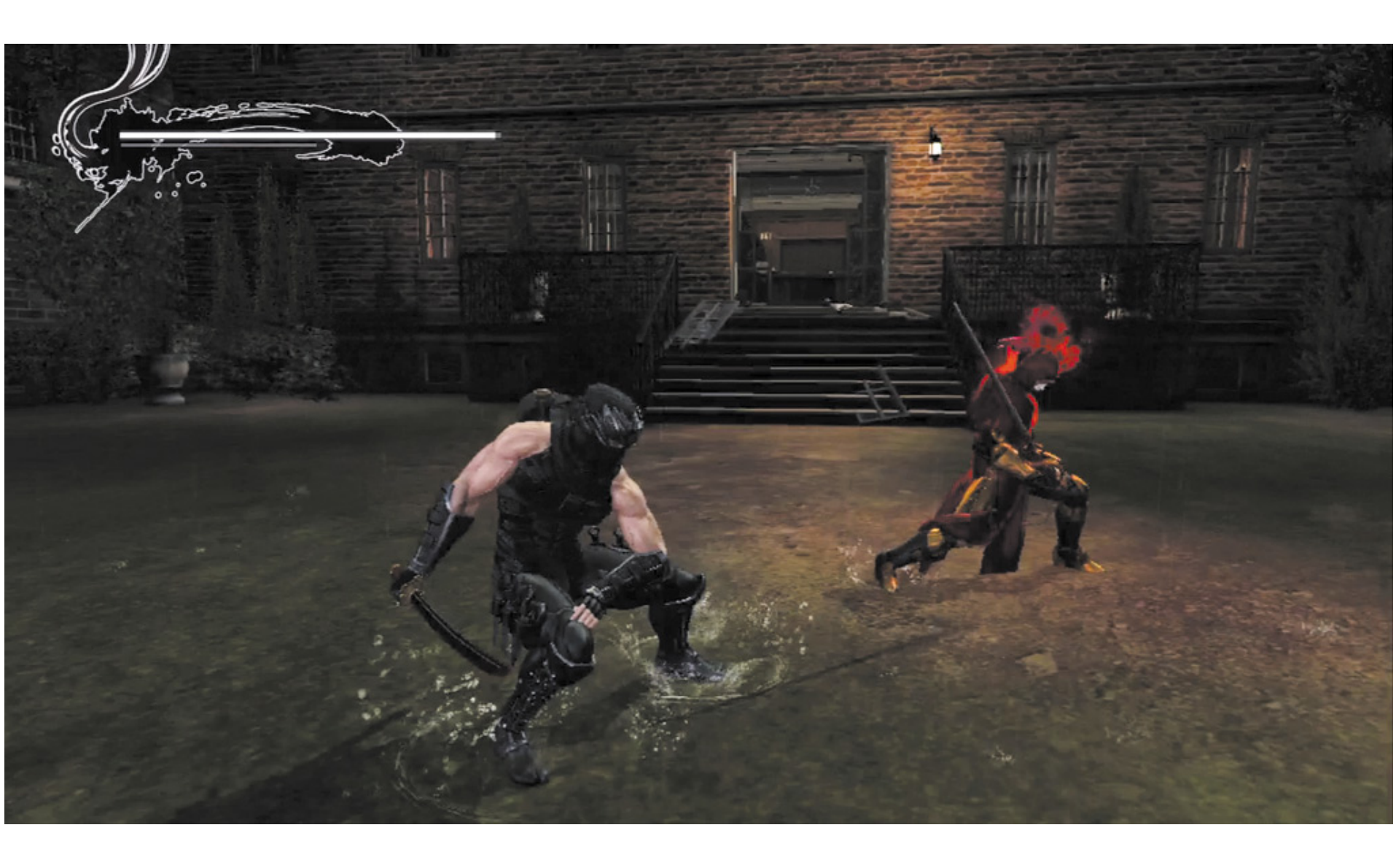
The Regent of the Mask's Strong Attack combo.

Once outside, the Regent of the Mask starts to uses a three-hit Strong Attack combo in addition to his other attacks, and his unblockable throw attack now consists of two throws and, occasionally, a third throw as well. Evade the first attack of the Strong Attack combo to make the second attack miss.

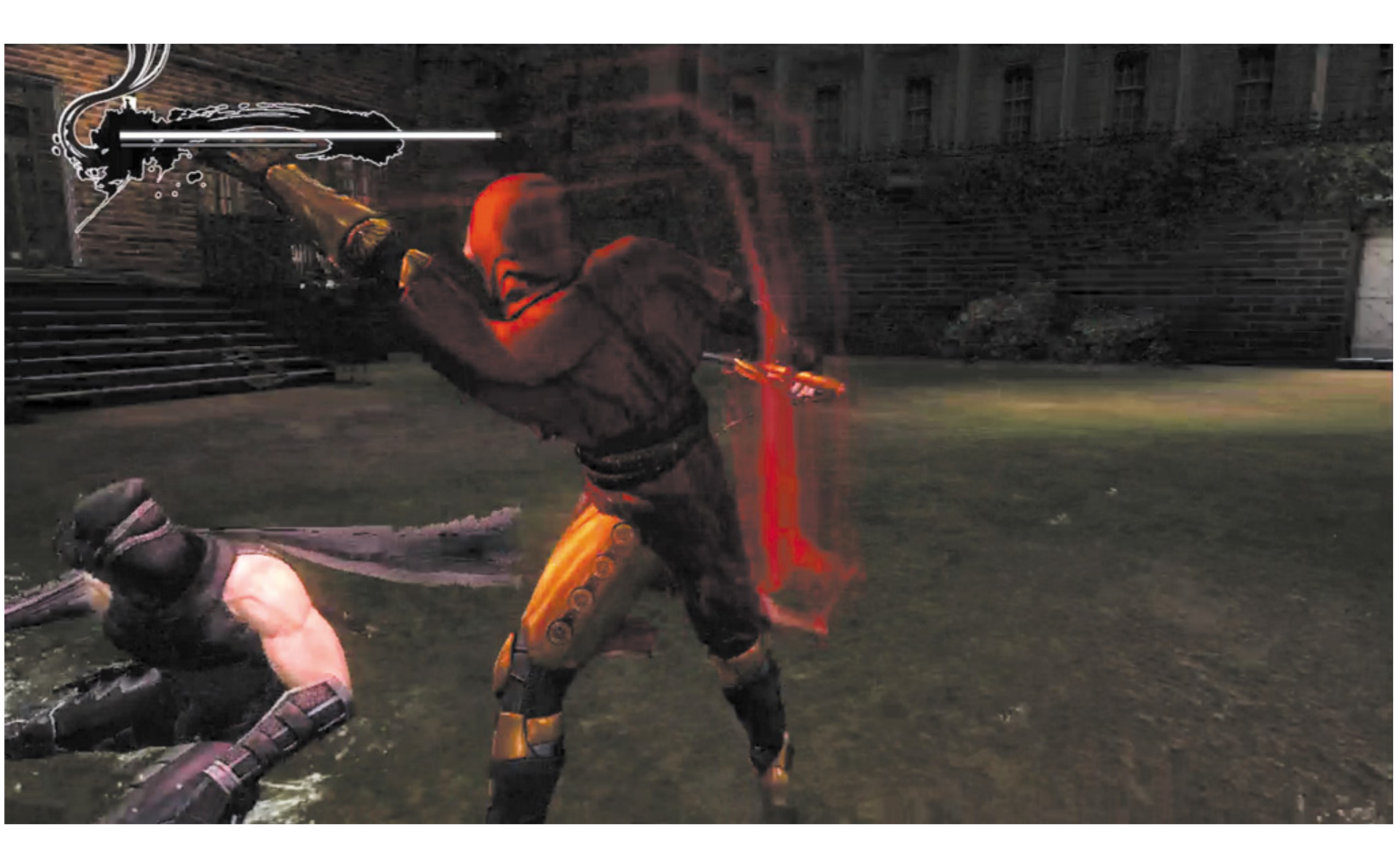
Wait until the last moment to slide away from the third attack. With proper timing, Hayabusa is close enough to connect with one Strong Attack or a few Quick Attacks.

It is highly recommended that you use only a single Strong Attack after evading the Regent of the Mask's combo attacks. However, you must act quickly after evading the Regent of the Mask's attacks.

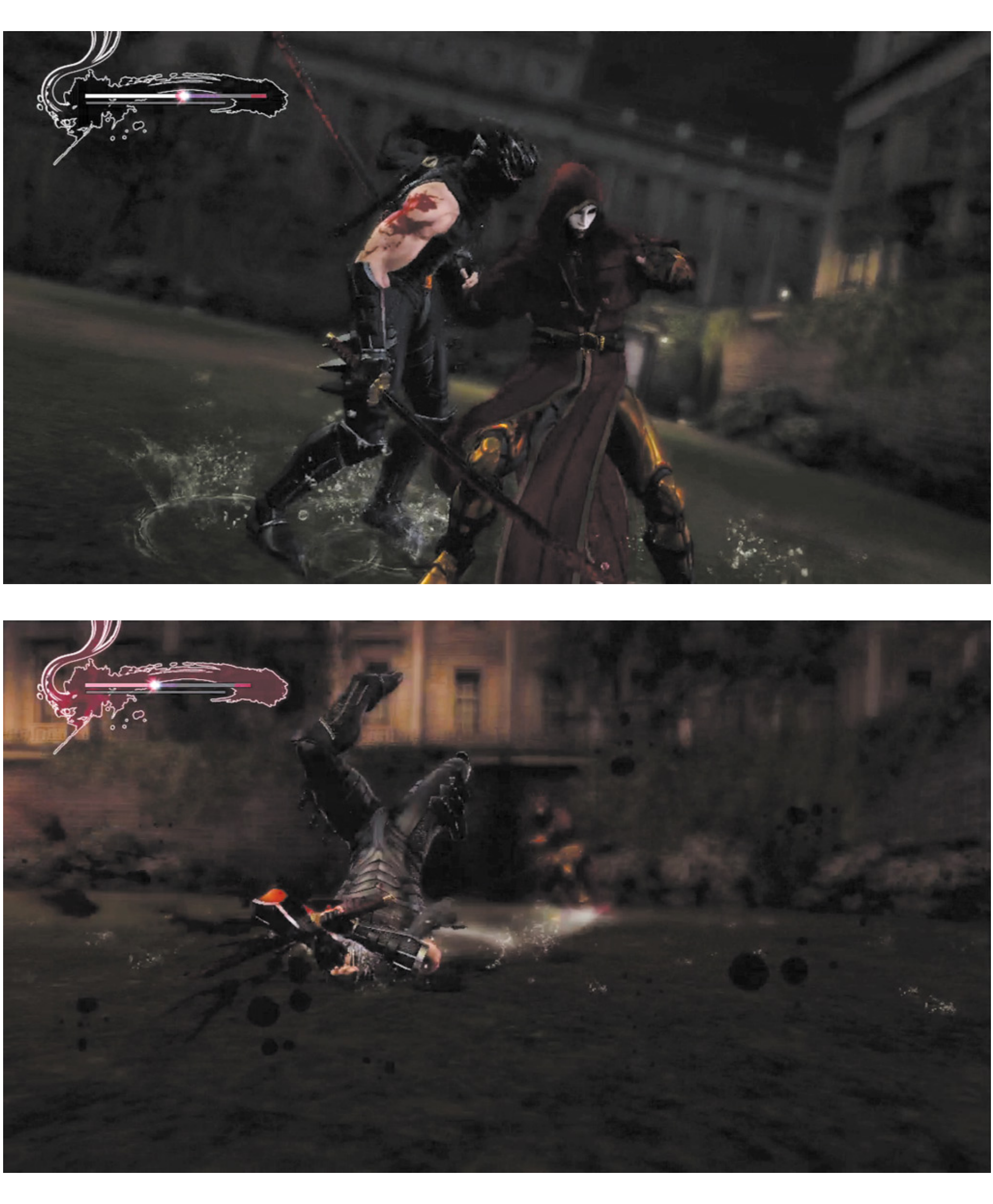
If you attempt additional attacks beyond a single Strong Attack, there's a chance the Regent of the Mask will use a series of unblockable throw attacks. It is extremely difficult to avoid these attacks if the Regent of the Mask initiates them while Hayabusa is attacking.



When the Regent of the Mask's fist glows red ...



... quickly slide away ...



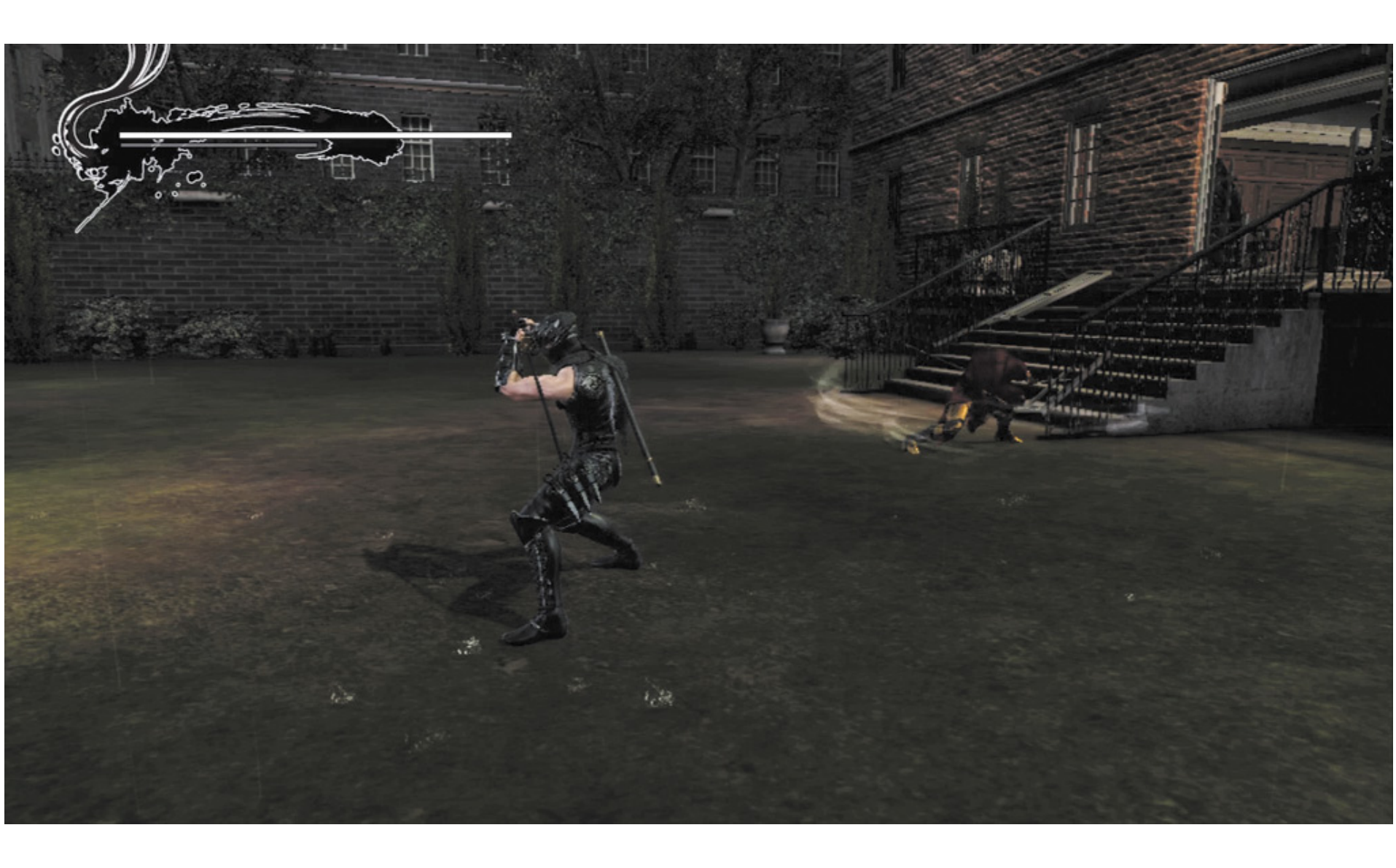
... or take big damage from the throw!

During the three-throw unblockable attack, all three attacks go through Hayabusa's attacks and cannot be defended against. If you see the red fist, slide away as quickly as possible.

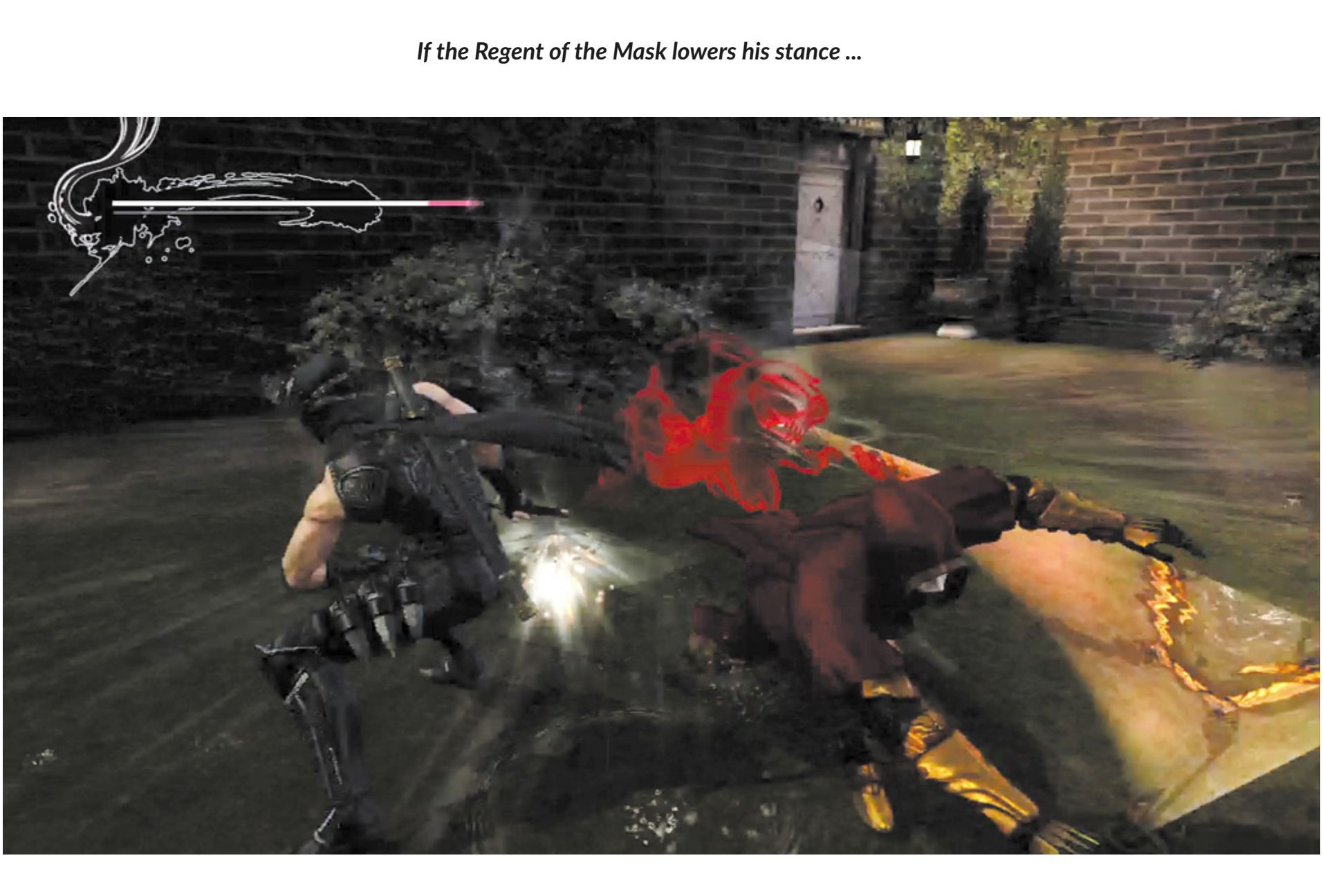
The second throw has deceptively long range and reduces Hayabusa's health considerably, and the third throw is equally dangerous. It is very important to avoid this series of attacks at all costs.

The Regent of the Mask uses several other attack combos. It is possible to hit him after evading some of these combos, but it's somewhat risky.

If Hayabusa attacks too late, the Regent of the Mask can block or counter with an attack. If he counters, it's very difficult for Hayabusa to evade.



If the Regent of the Mask lowers his stance ...



... get ready to dodge his Ultimate Technique.

If the Regent of the Mask lowers his attack stance into something that resembles the stance of Hayabusa's Ultimate Technique, get ready to use a slide to evade the boss's attack. This is a variation of Hayabusa's Ultimate Technique. It executes extremely fast and is difficult to dodge if you're not prepared.

Slide away from the Regent of the Mask to escape the first attack, then slide again immediately after. The Regent of the Mask follows with a second attack almost immediately after his first, and occasionally uses a third attack as well.

NORMAL DIFFICULTY

On Normal difficulty, Hayabusa doesn't have to worry all that much about the Regent of the Mask's counterattacks. Most of the battle can be fought by simply attacking at will with Quick Attack combos. Keep a close eye on the Regent of the Mask's hands and be prepared to slide away if they glow red, but even if Hayabusa gets caught by the Unblockable Grab, he can take several of these attacks before he is in any danger of dying.

MASTER NINJA AND ULTIMATE NINJA DIFFICULTY

The Regent of the Mask is more aggressive and inflicts significantly more damage on Master Ninja and Ultimate Ninja levels. It is vital that Hayabusa is not caught by the Unblockable Grab because in some cases a single grab can mean death.

It's also very important to attack only when the Regent of the Mask is vulnerable. If your timing is off, do not attempt to attack. Even the Regent of the Mask's shorter attack combos can inflict significant damage and every sliver of health matters.

An alternative strategy is to block the first attack in his combos, then use Hayabusa's Counterattack technique on the second attack. Use the Quick Attack version of the Counterattack because the Strong Attack version will not hit the Regent of the Mask.

Be very careful using this tactic because the Regent of the Mask will use his Unblockable Grab as the second or third hit of a combo from time to time.

If you're paying attention, there's enough time to slide away and avoid the combo, but if you get caught by surprise it could mean death. With a full Health Gauge, two Unblockable Grabs is more than enough to kill Hayabusa.

Boss Battles

Deserted City, Rub' Al Khali

BOSS BATTLE:
IDE-1011 Manta Helicopter

Close Range Abilities: Turret Gun

Long Range Abilities: Missiles

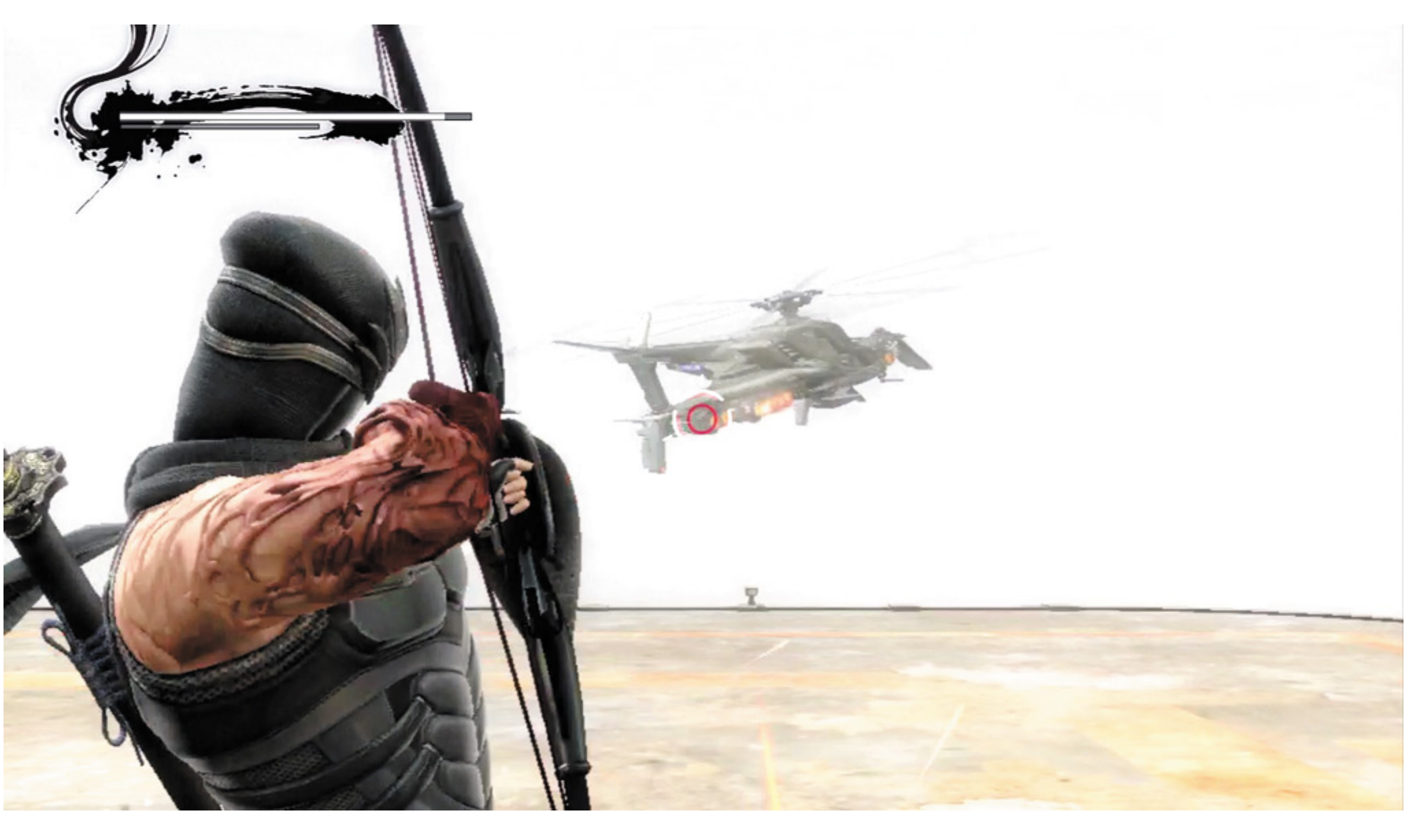
Strategy: Quickly slide to the left or right to dodge the helicopter as it dives toward Hayabusa. Use standing arrows to take out the rocket launchers on the wings of the helicopter. Shoot as many arrows as you can before a barrage of missiles flies toward Hayabusa.

Stay away from the middle of the platform and slide to avoid the helicopter when it dives at Ryu. Do not shoot the cockpit because it cannot be damaged by arrows.

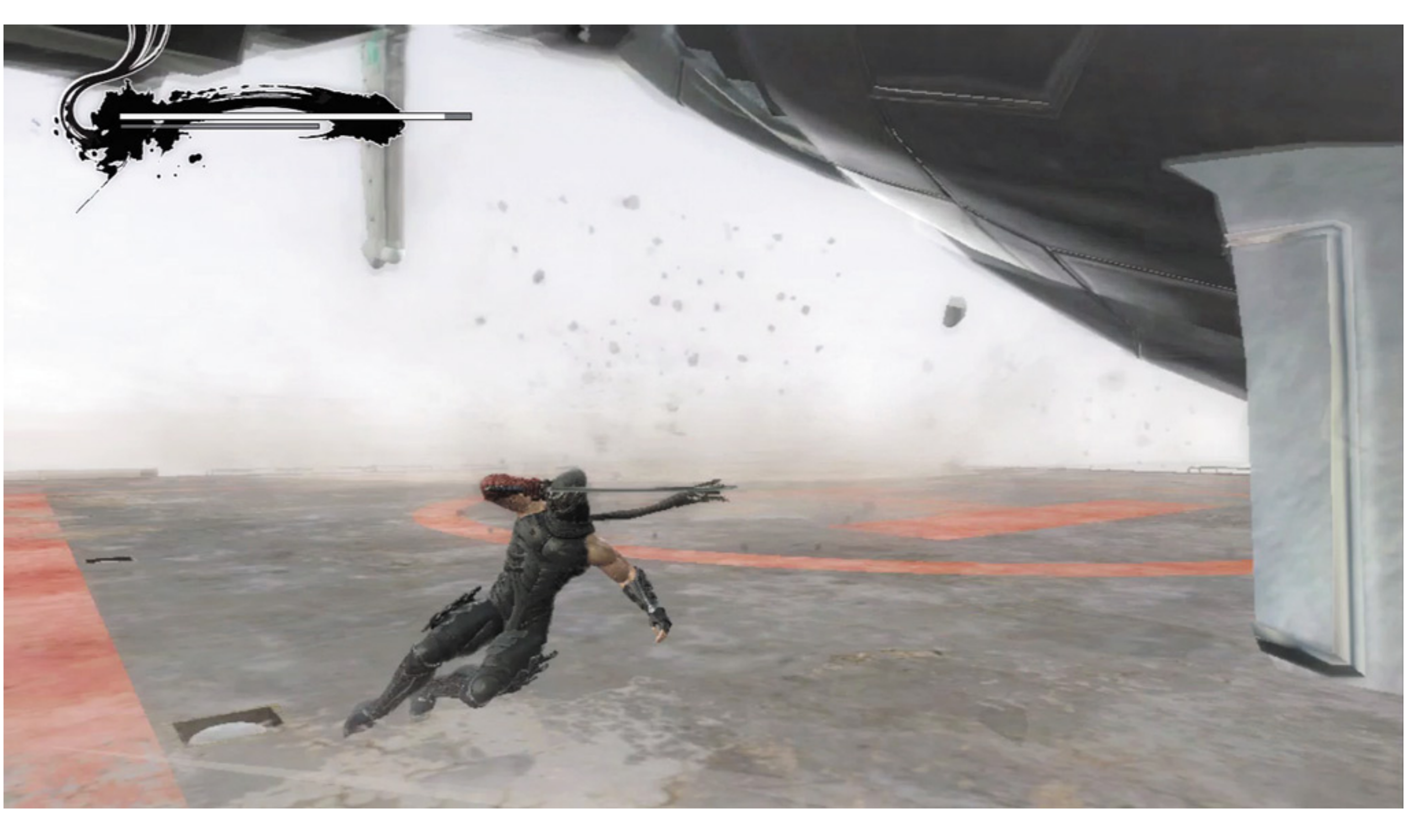
Take out the first helicopter, then press Jump (Ⓐ or ✖) when prompted to dive off the roof. Follow the on-screen prompts and press Strong Attack (Ⓨ or ▲), then rapidly tap Strong Attack (or ▲).

Slide toward the turret and stay away from the guns. When it turns toward Hayabusa, slide to the other side. Repeat this process until the front of the turret glows yellow. Use Strong Attacks, then press Quick Attack (Ⓧ or ■) when prompted to destroy it.

Continue to follow the prompts by pressing Jump (Ⓐ or ✖).

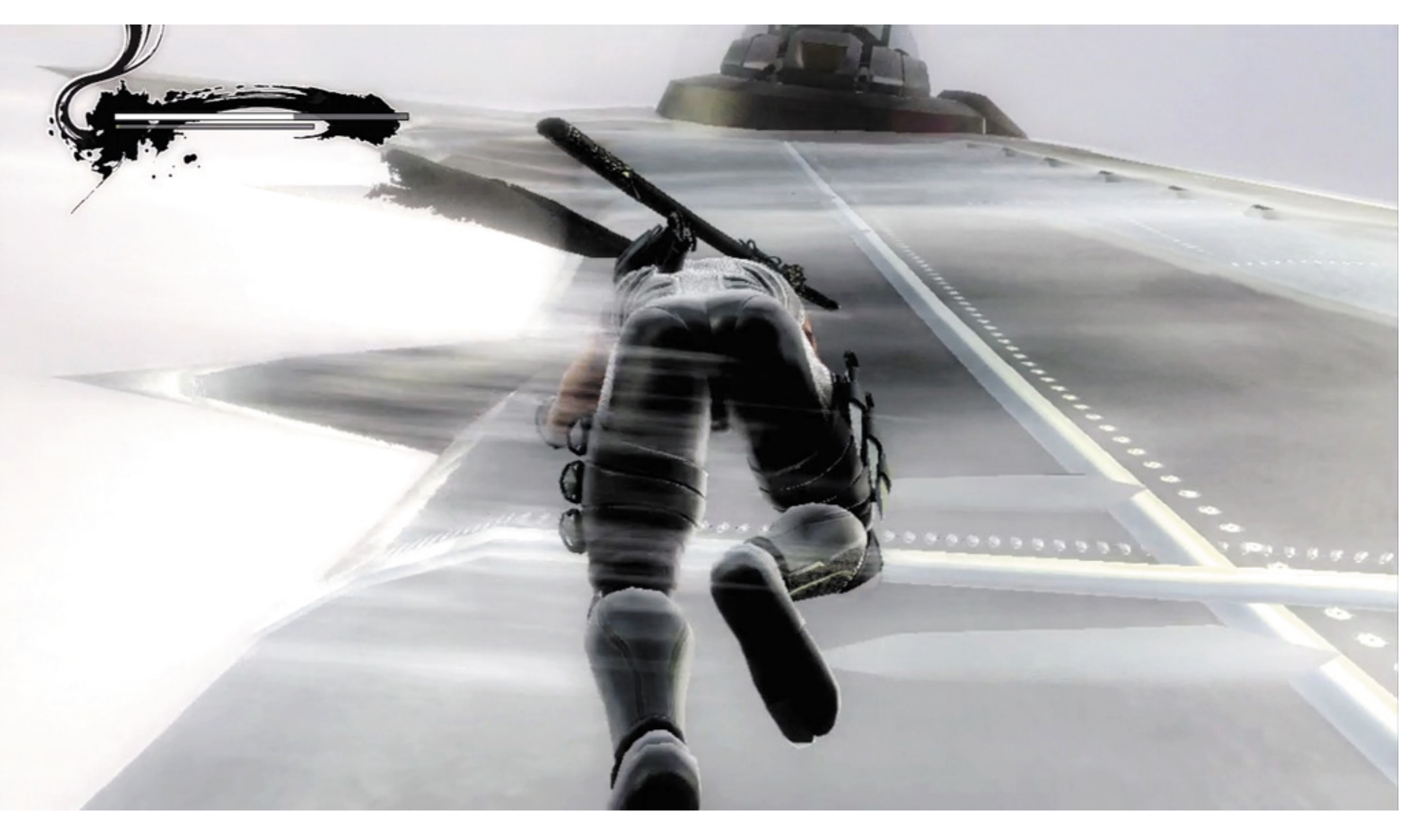


Shoot the rocket launchers on the wings of the helicopter.

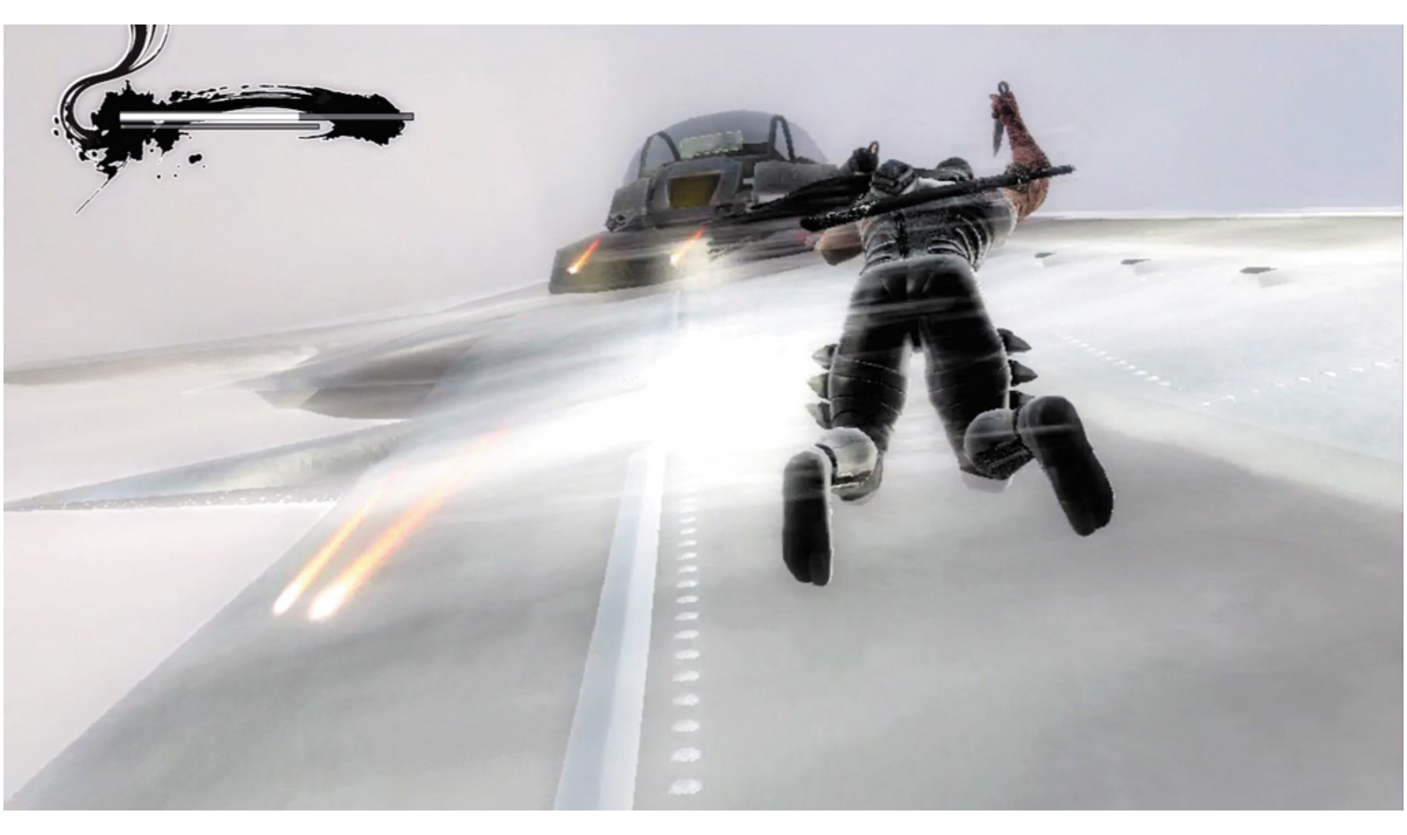


Slide to avoid the helicopter when it dives at Hayabusa.

When you land on the next platform, another helicopter appears. Follow the same strategy as before, aiming at the rocket launchers on either side of the helicopter and staying away from the center of the platform.



Kunai Climb toward the turret ...



... and move left or right to avoid gun fire.

Destroy the helicopter and press Jump (Ⓐ or ✖) when prompted. In the air, press Left or Right on the Left Analog Stick and hold Block (LT or L1) when prompted, then press Strong Attack (Ⓨ or ▲) and rapidly tap Strong Attack (Ⓨ or ▲).

Repeat the strategy to take out the next turret, then use the Kunai Climb when the wing shifts vertically. Use the Left Analog Stick to avoid the turret fire, but be careful not to fall or Hayabusa dies.

When the wing returns to the normal alignment, ignore the Heavy Soldiers (Jetpack) and focus on destroying the turret. Follow the prompts to jump to the next platform, then take out the Heavy Soldiers (Jetpack) with jumping arrow shots.

Once all of the Heavy Soldiers (Jetpack) are dispatched, take out the rocket launchers on the helicopter above. Follow the prompts to jump down to the next helicopter to complete the boss battle.

NORMAL DIFFICULTY

All of the turrets go down fairly quickly on Normal difficulty, and the Heavy Soldiers (Jetpack) toward the end can be ignored for the most part. It doesn't take many arrows to destroy the last helicopter, and even if the Heavy Soldiers (Jetpack) attack Hayabusa, the damage inflicted is minimal.

MASTER NINJA AND ULTIMATE NINJA DIFFICULTY

The main thing to avoid on Master Ninja and Ultimate Ninja levels are the missiles from the helicopters and any attacks from the Heavy Soldiers (Jetpack) near the end.

The missiles are fairly easy to avoid as long as you don't shoot too many arrows before the missiles are fired at you. However, the Heavy Soldiers (Jetpack) near the end are another story.

During this portion of the battle, you must evade missiles from the last helicopter while fending off the Heavy Soldiers (Jetpack).

It's important to prevent the Heavy Soldiers (Jetpack) from landing because their flamethrower attack inflicts quite a bit of damage.

Slide and shoot arrows as rapidly as possible to take down the Heavy Soldiers (Jetpack), but shoot only one or two arrows between slides, and make sure that you're sliding perpendicular to the helicopter to avoid the missiles.

If you slide parallel with the helicopter, Hayabusa slides right into the path of the missiles, making them even more difficult to avoid.

BOSS BATTLE:
Gigantosaurus

Close Range Abilities: Stomp Attack

Long Range Abilities: Charge Attack, Tail Whip, Sonic Roar, Bite

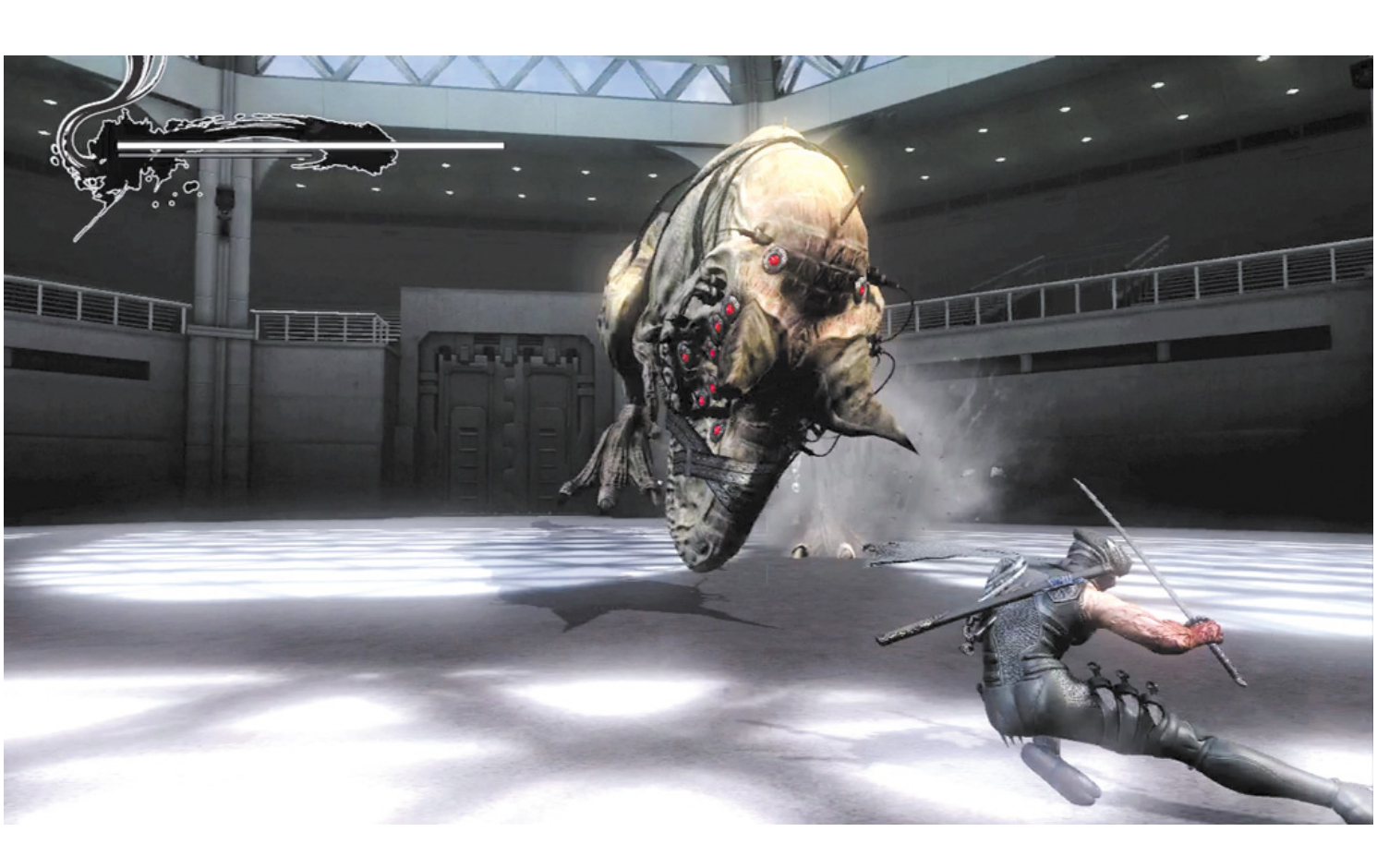
Strategy: When the battle begins, move to the opposite side of the room and wait for the Gigantosaurus to run toward Hayabusa.

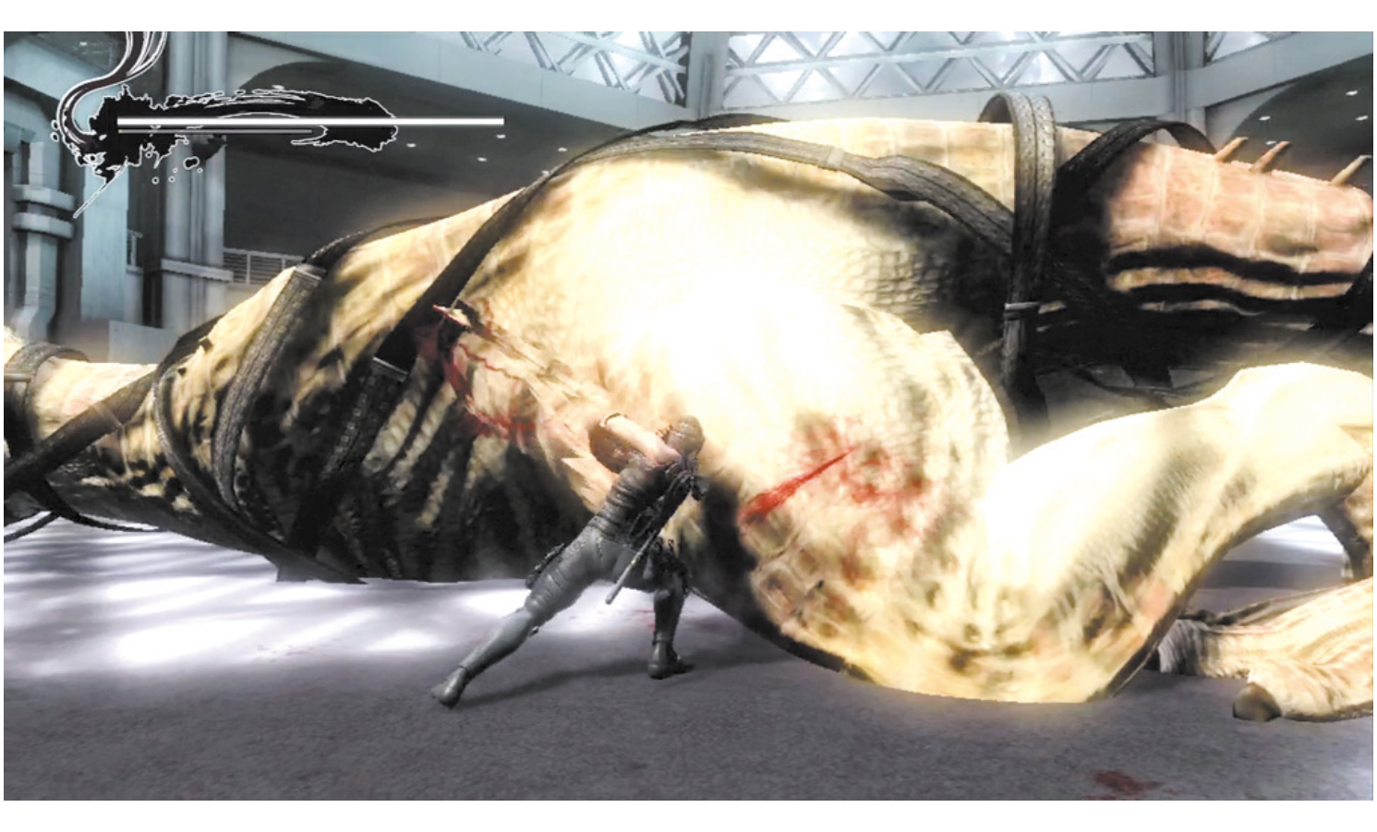
When this happens, slide to either side to avoid the Charge Attack, then quickly slide toward the opposite end of the room.

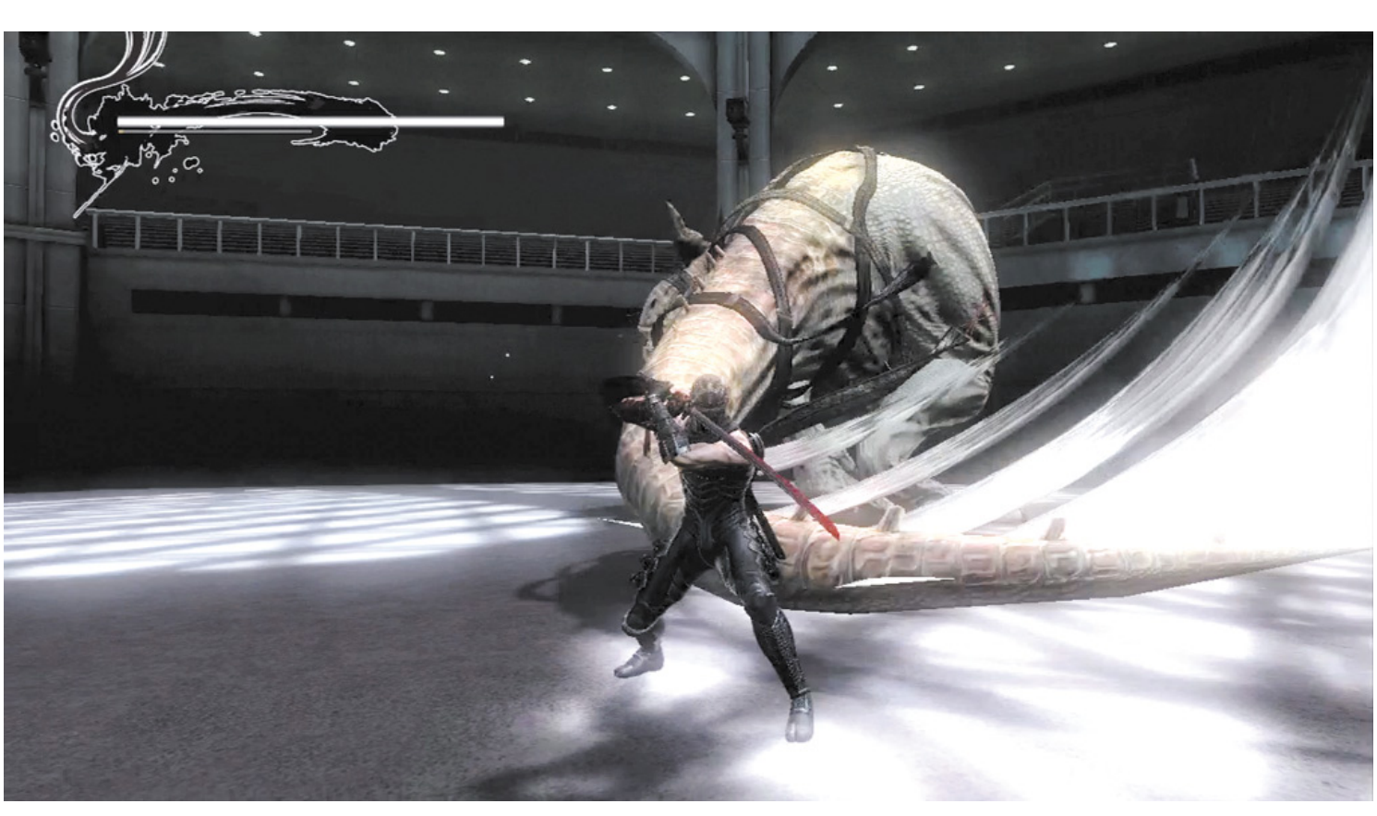
The Gigantosaurus almost always uses two Charges, then falls to the ground and ends up close to where it started.

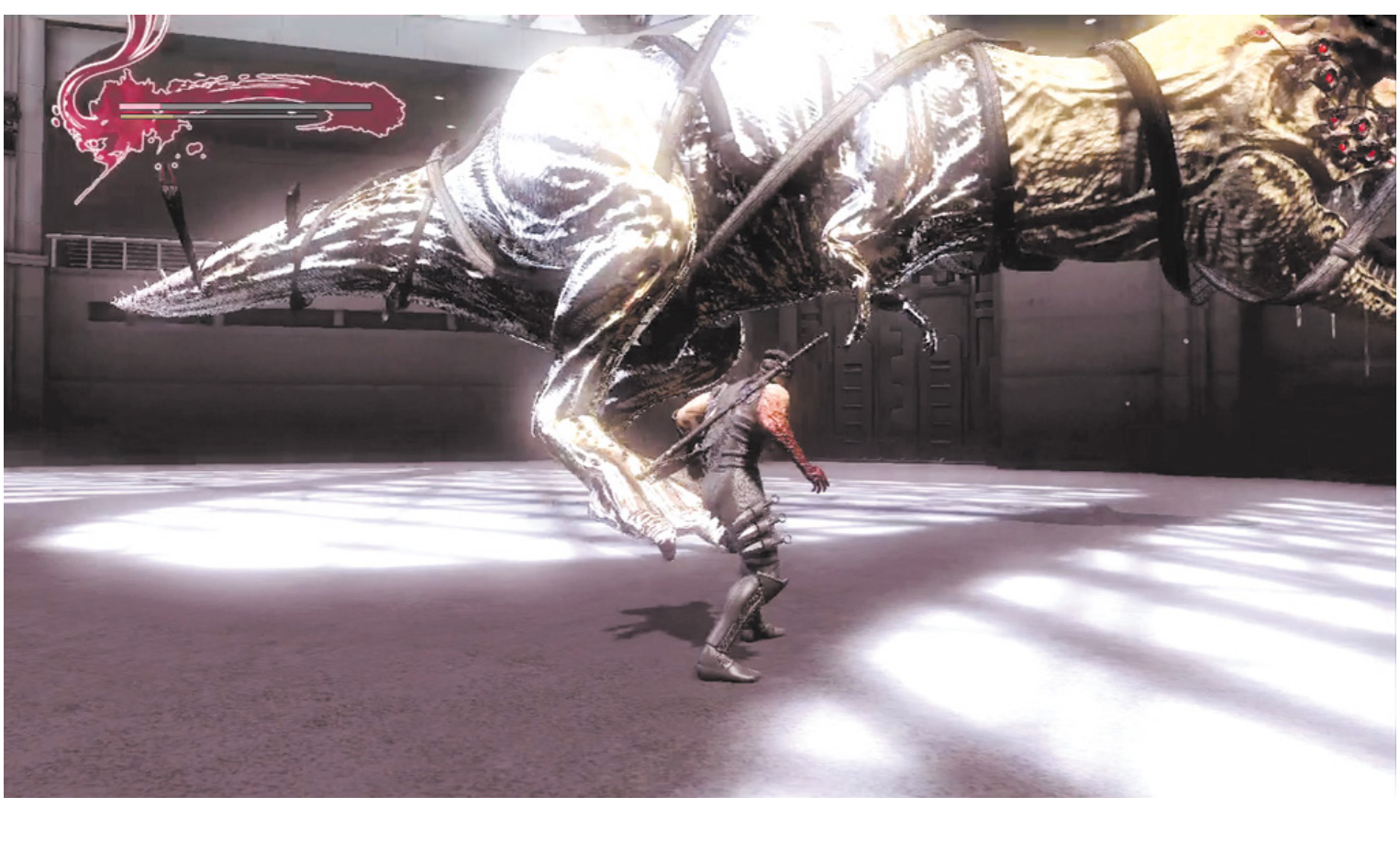
Attack the Gigantosaurus with two Quick Attack combos (☒ ☒ ☒ or ■ ■ ■), then slide in the direction of the Gigantosaurus's tail.

When the Gigantosaurus begins to rise, it usually uses a Tail Whip attack. However, if Hayabusa runs in the direction of the tail while the Gigantosaurus is grounded, the Tail Whip almost always misses.

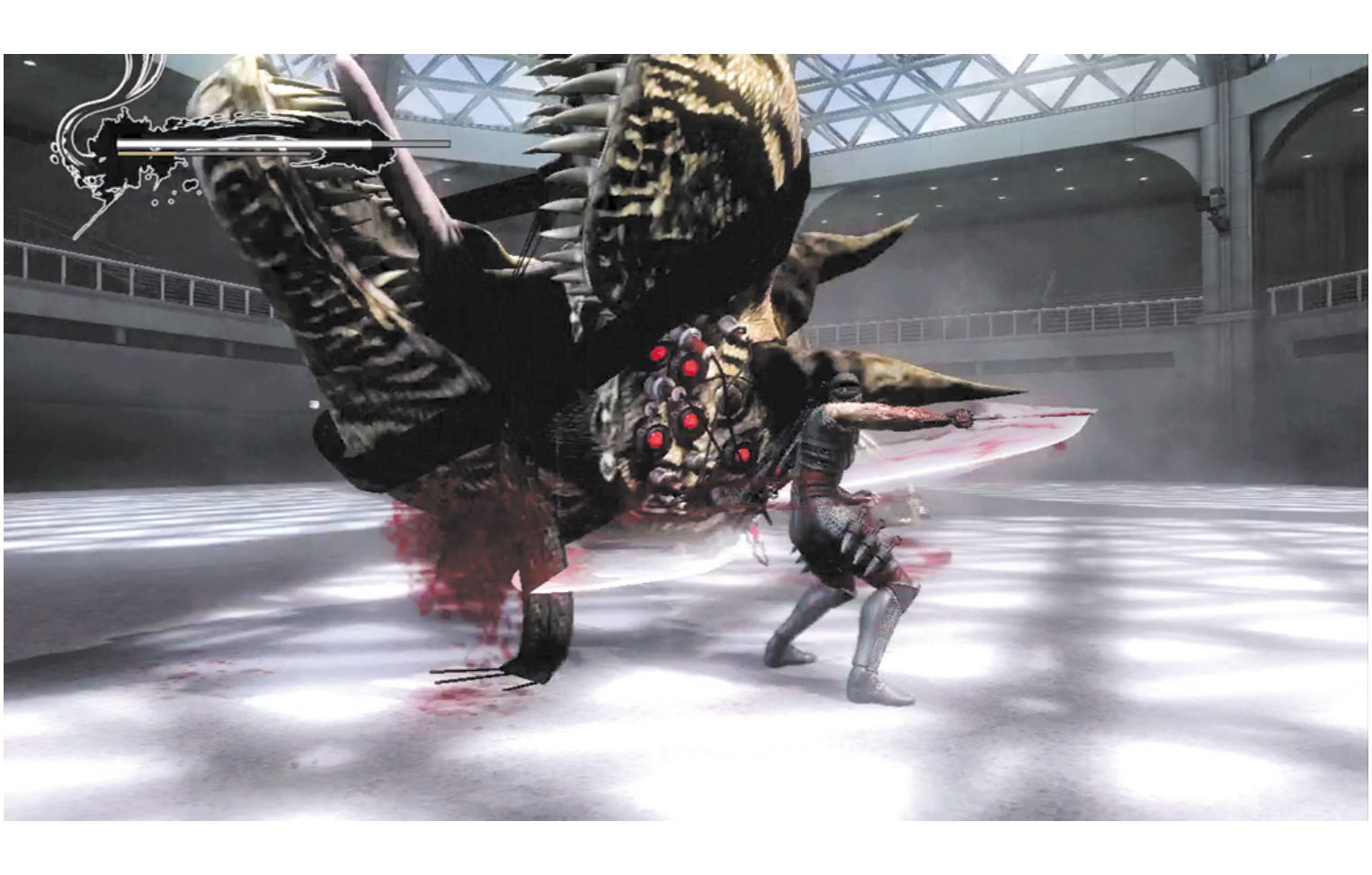








When the Gigantosaurus turns chrome, ...



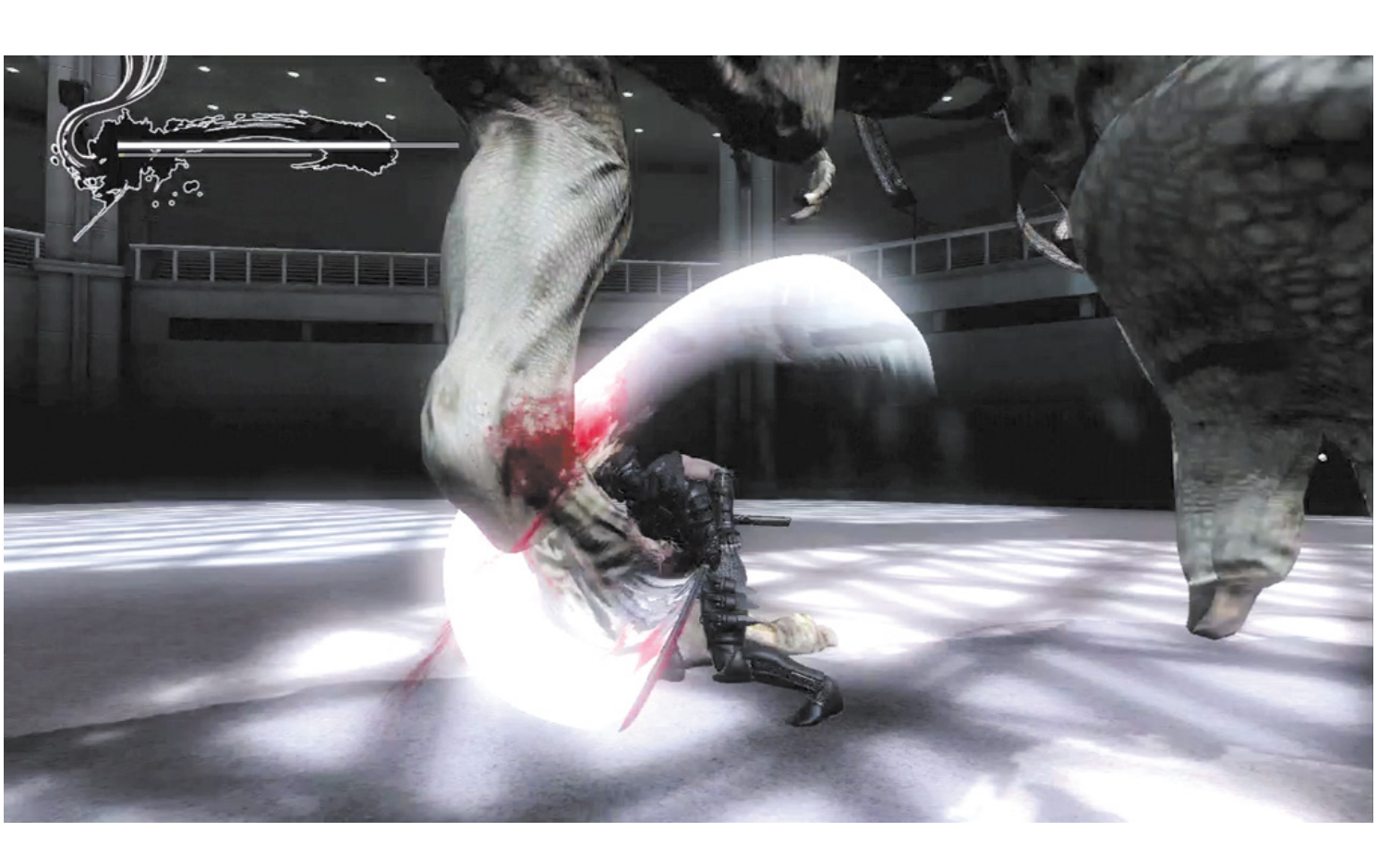
... attack it's head.

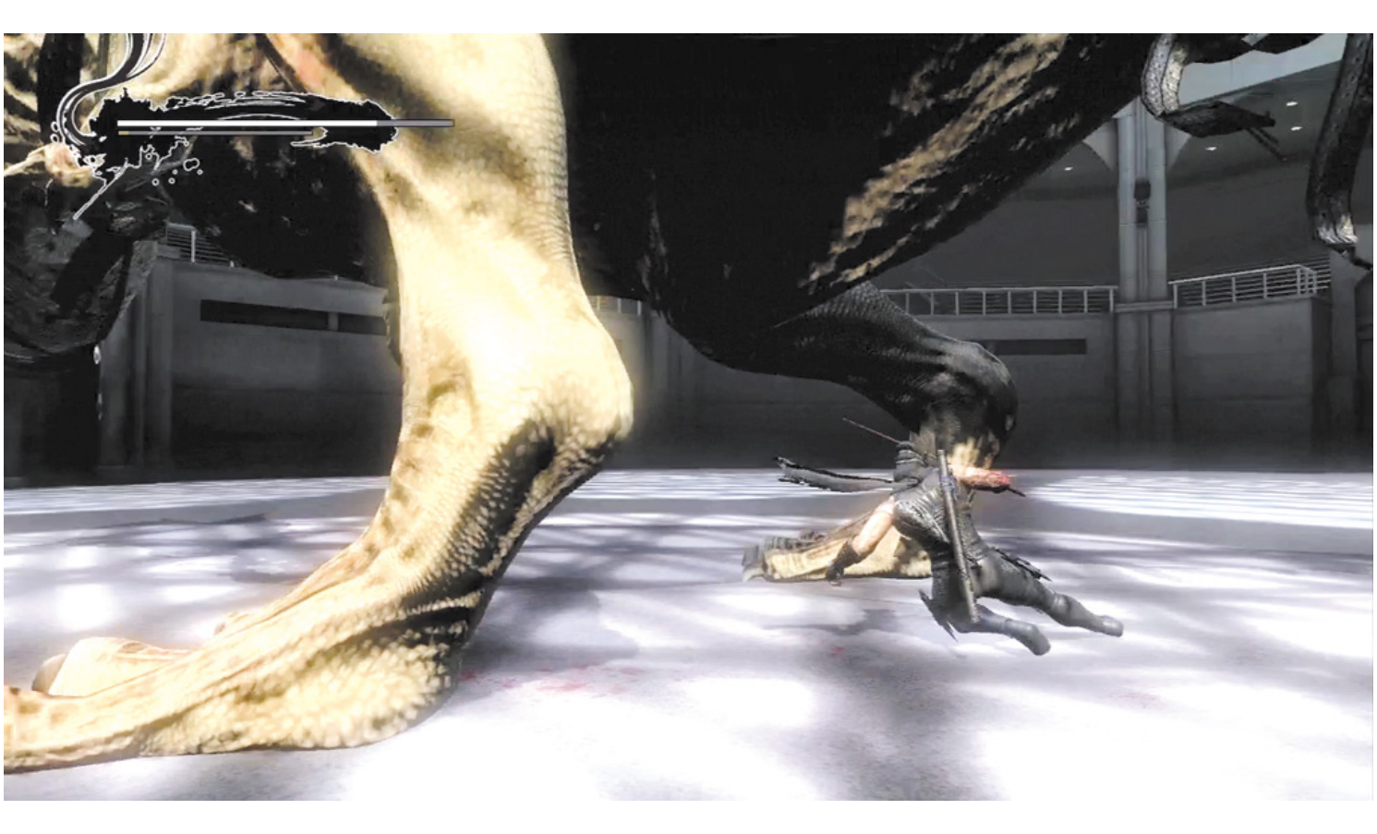
Repeat this process until the Gigantosaurus's legs turn chrome. When this happens, wait for the Gigantosaurus to Charge again twice and, when it falls, attack its head.

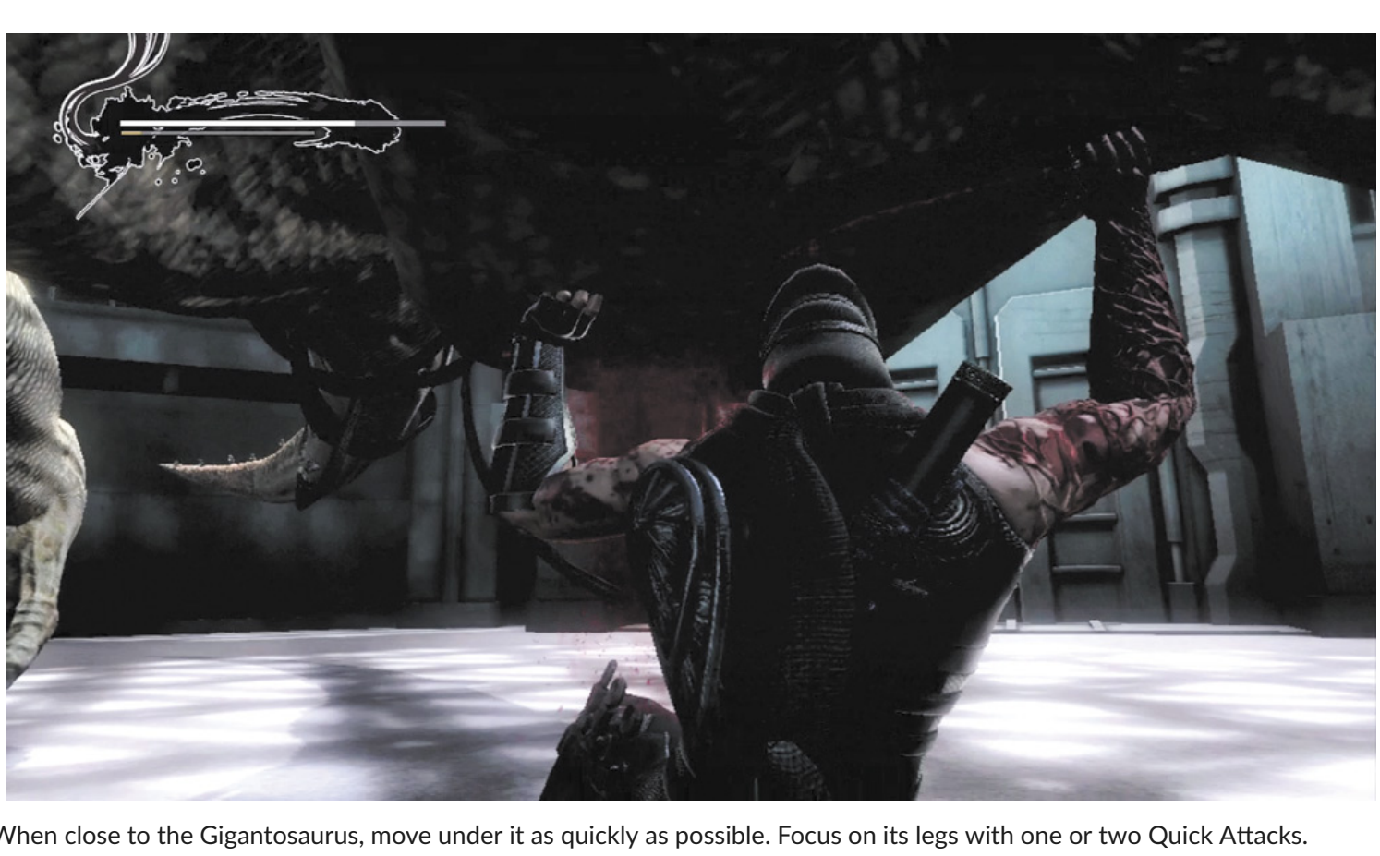
This is the only vulnerable spot on the Gigantosaurus's body. Be careful to avoid the Tail Whip when the Gigantosaurus gets up. Repeat this process until a short cinematic occurs, followed by a chase scene.

If Hayabusa is close to the Gigantosaurus when it's not on the ground, stay away from its head. It has a Bite attack that covers most the space directly in front of it and is one of its most damaging attacks.

It also uses a Sonic Roar that is difficult to evade and covers a moderate distance.







When close to the Gigantosaurus, move under it as quickly as possible. Focus on its legs with one or two Quick Attacks.

As soon as you see one of the legs lift off the ground, slide to the opposite leg and continue attacking with another one or two Quick Attacks.

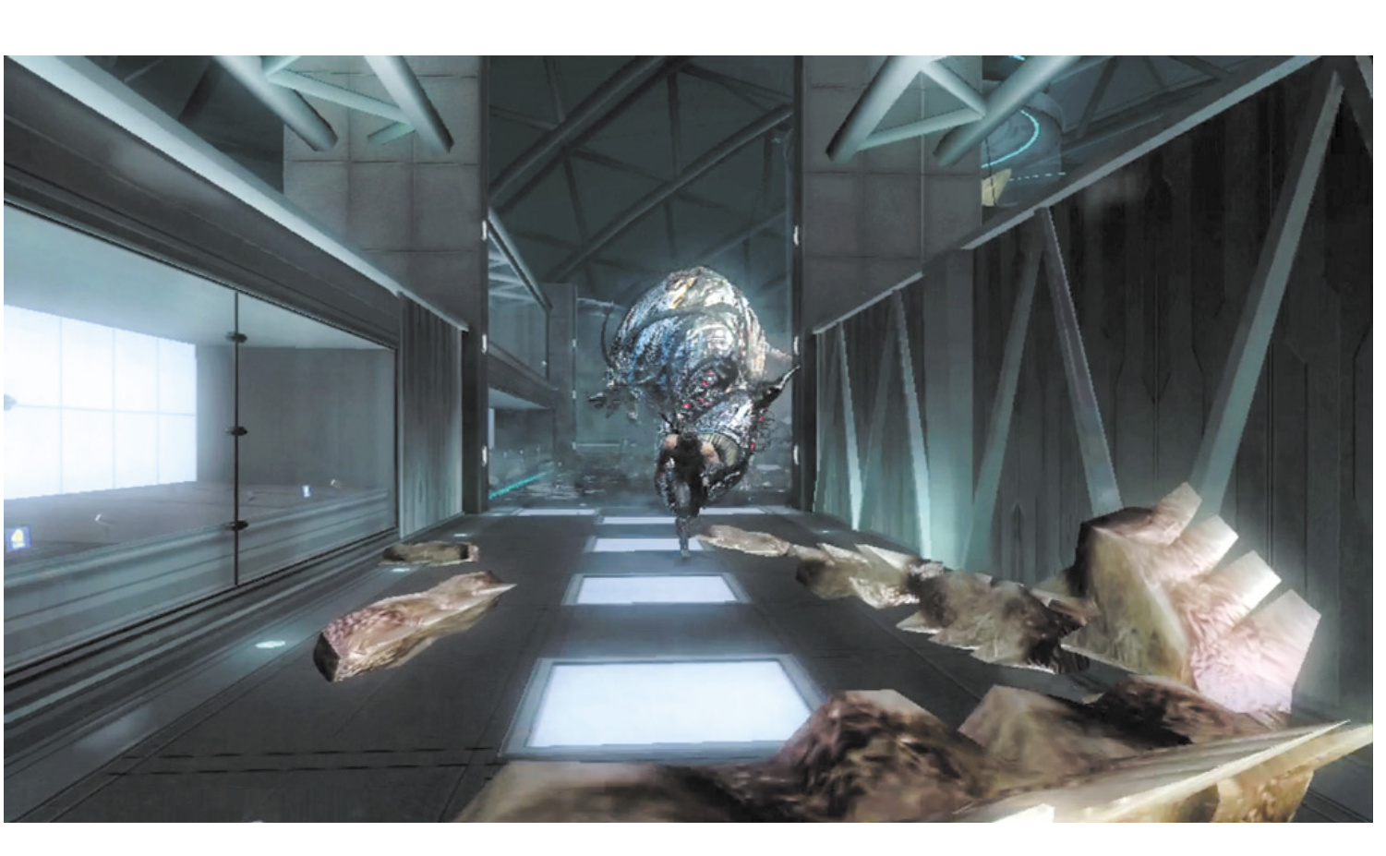
If you use more than two Quick Attacks, you risk getting caught by the Gigantosaurus's leg and taking damage.

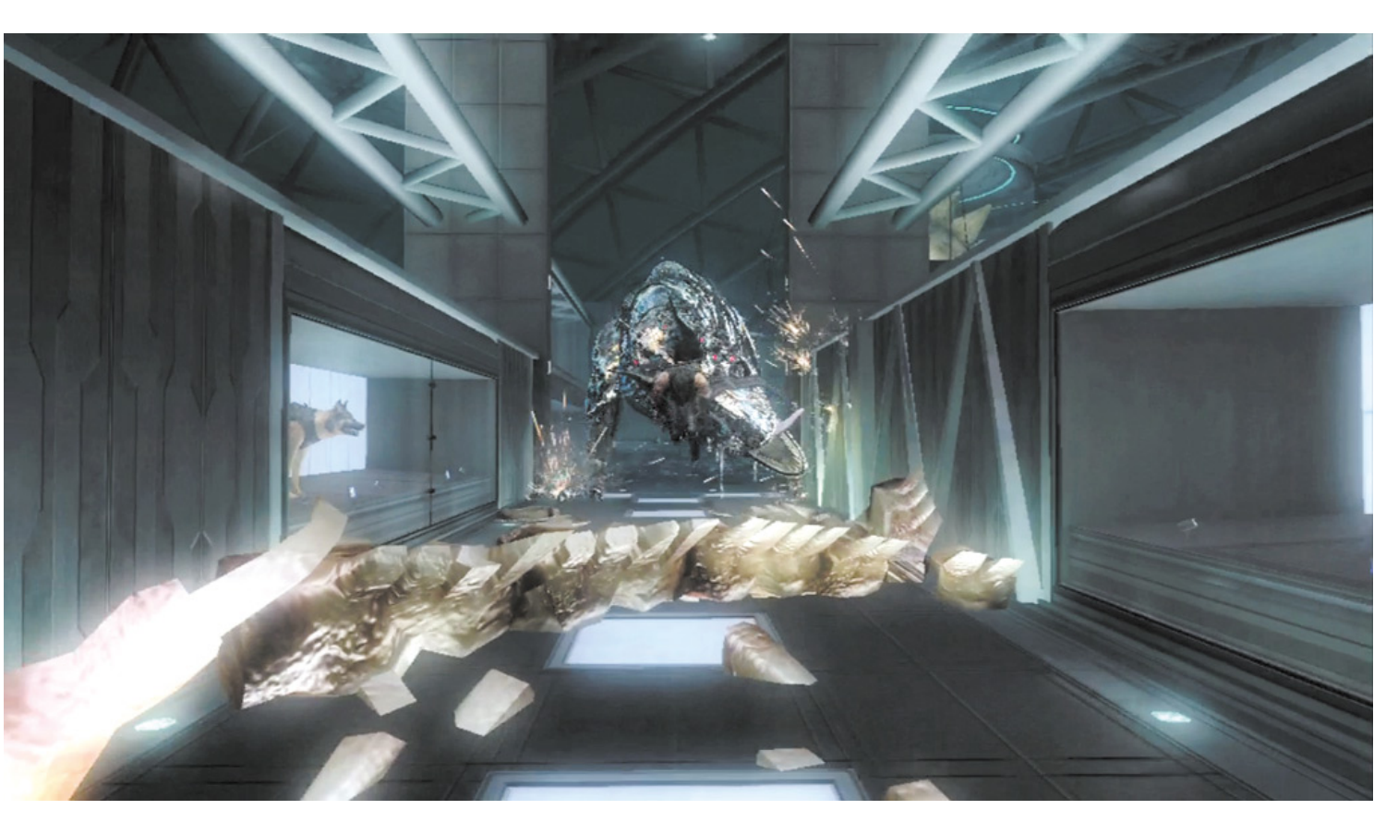
If the Gigantosaurus raises his leg high into the air, make sure Hayabusa is close to the other leg or else far enough away from the raised leg to avoid the Stomp Attack and resulting shock wave that follows.

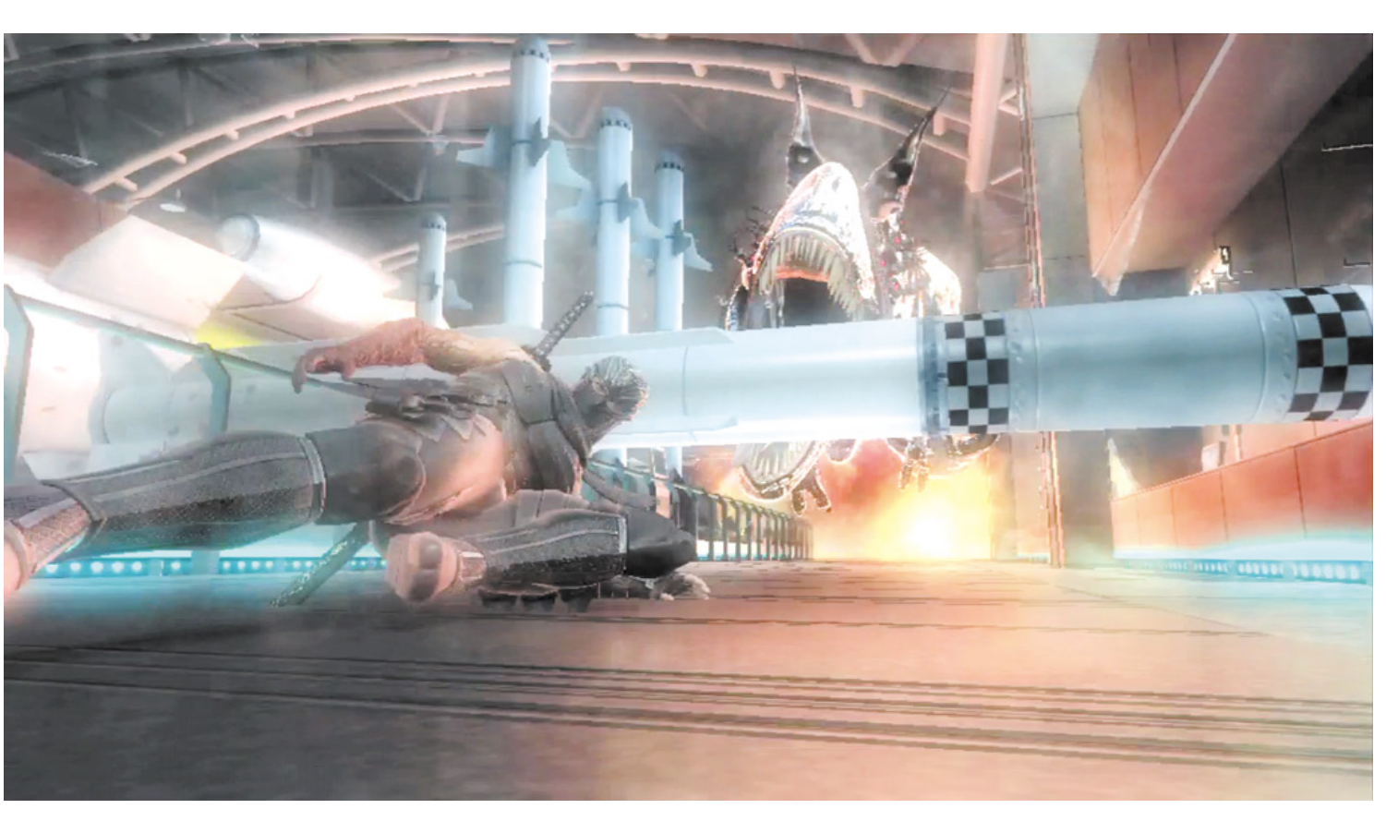
Repeat this process until the Gigantosaurus starts charging again, then go back to the original strategy.

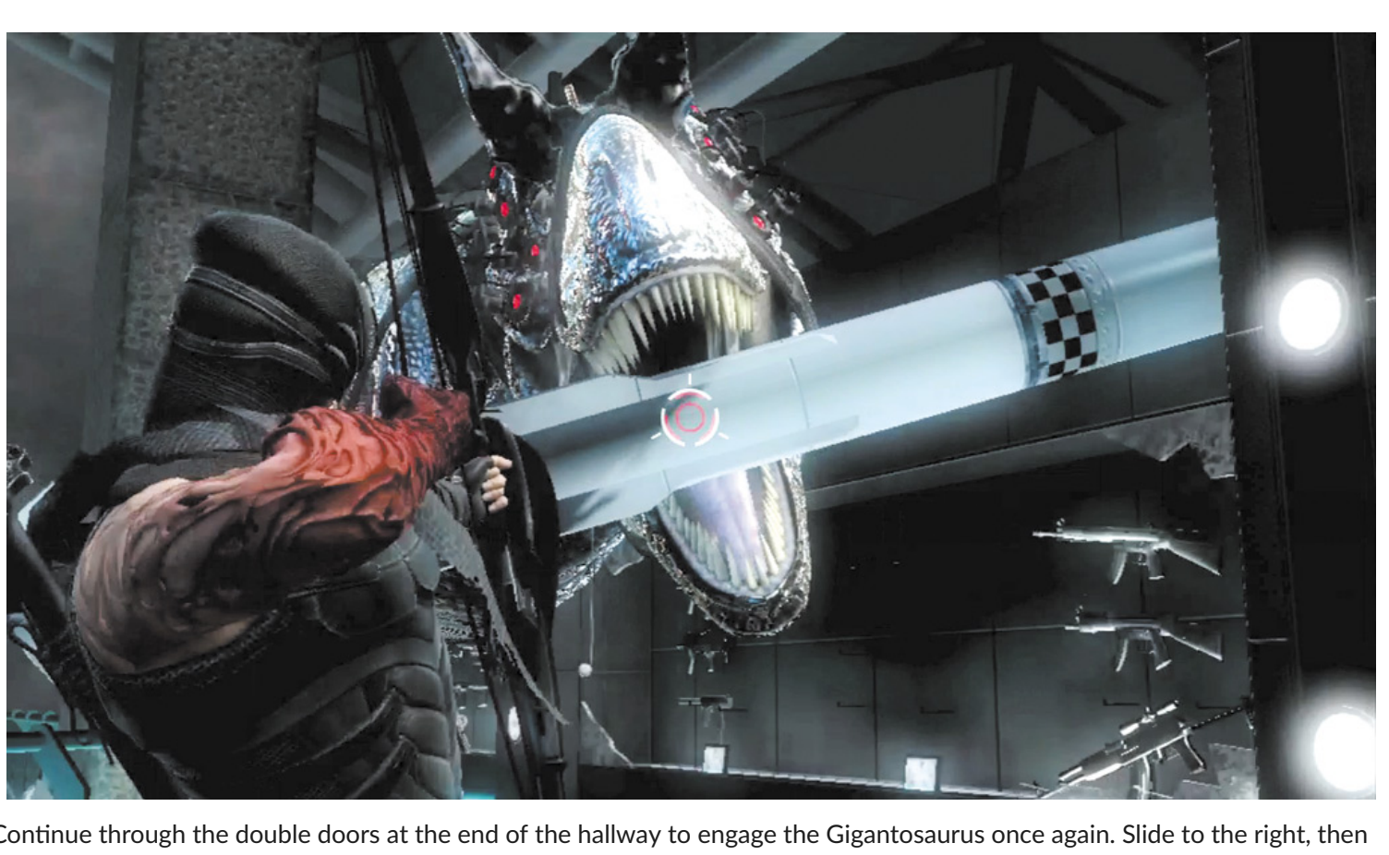
Run toward the camera and, when you see bone fragments on the ground, be prepared to jump over the large bone just ahead.

This happens twice, and it's followed by a missile that Hayabusa must slide under. After sliding under the missile, shoot an arrow to blow it up when prompted.









Continue through the double doors at the end of the hallway to engage the Gigantosaurus once again. Slide to the right, then press Strong Attack (Ⓨ or ▲) when prompted. Do not drift to the left or right side of the room.

Instead, stay on the opposite side of the Gigantosaurus and around the center of the room so that you have plenty of room to slide to either side when the Gigantosaurus Charges.

Avoid the Gigantosaurus's Charges and attack its head when it falls to the ground.

When the game begins to move in slow motion, press Strong Attack (Ⓨ or ▲) and follow the on-screen prompts to press Strong Attack (Ⓨ or ▲) rapidly to take down the Gigantosaurus and initiate another cinematic.

NORMAL DIFFICULTY

Even on easier difficulty settings, this battle doesn't change all that much. At the beginning of the battle, it's not necessary to waste time waiting for the Gigantosaurus to Charge and fall.

Instead, attack its legs until it falls to make the battle move along quickly. Even if Hayabusa takes some damage here, it won't be significant.

It's still important to avoid the Stomp Attack and Bite but any other attacks are not an immediate threat.

MASTER NINJA AND ULTIMATE NINJA DIFFICULTY

Do not engage the Gigantosaurus at close range unless it is on the ground after a Charge Attack. Almost any attack from the boss inflicts incredible damage to Hayabusa.

Depending on how much health Hayabusa starts the battle with, a single attack could easily finish him off, especially if it's the Bite or he gets hit by the Charge Attack.

BOSS BATTLE:
Regent of the Mask

Close Range Abilities: Two-Hit Combo, Three-Hit Combos, Five-Hit Combos, Unblockable Two-Grab Combo, Unblockable Jumping Grab

Long Range Abilities: Two-Hit Charge Technique

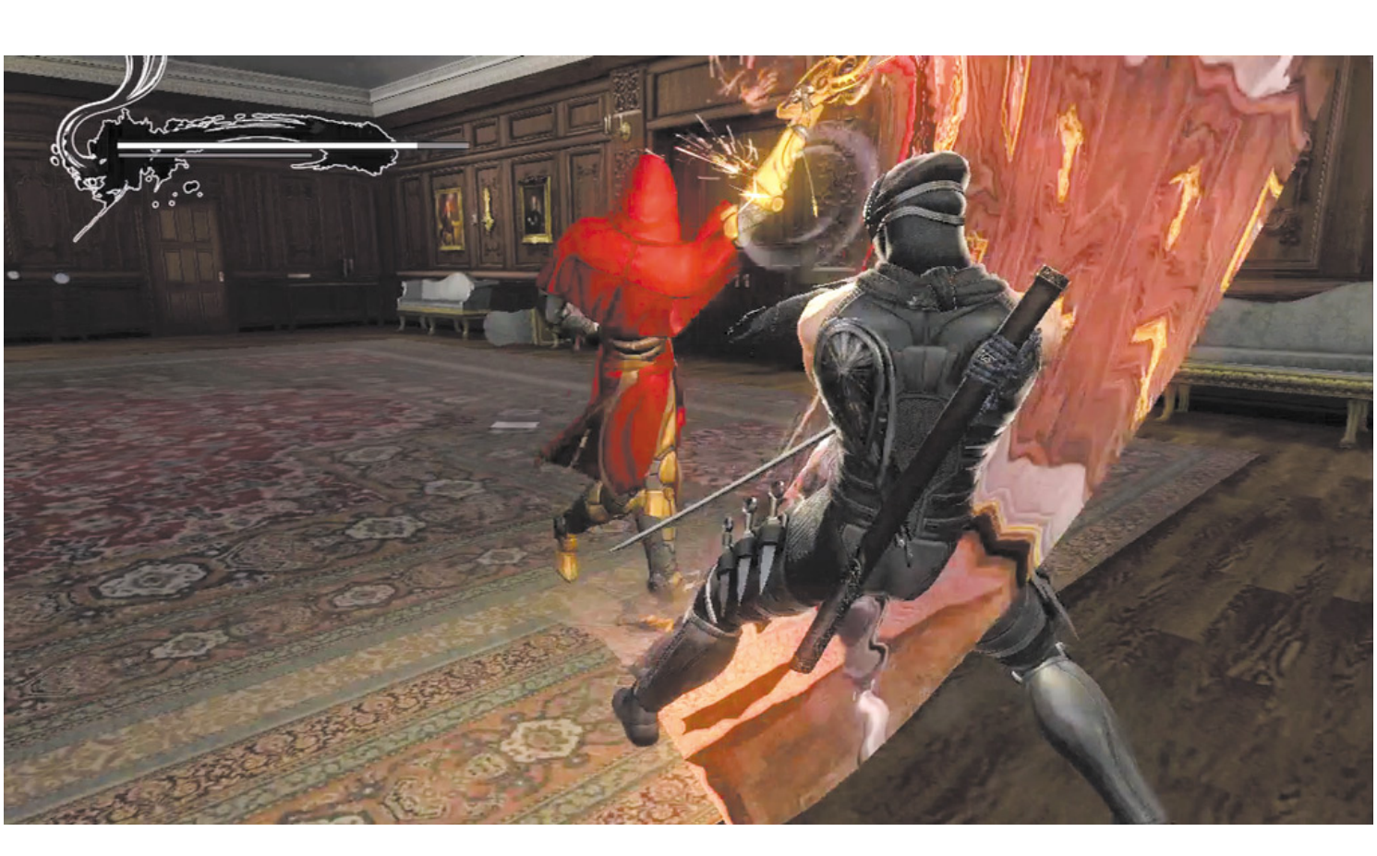
Strategy: This is the second time Hayabusa battles against the Regent of the Mask, and the fight closely resembles the initial battle.

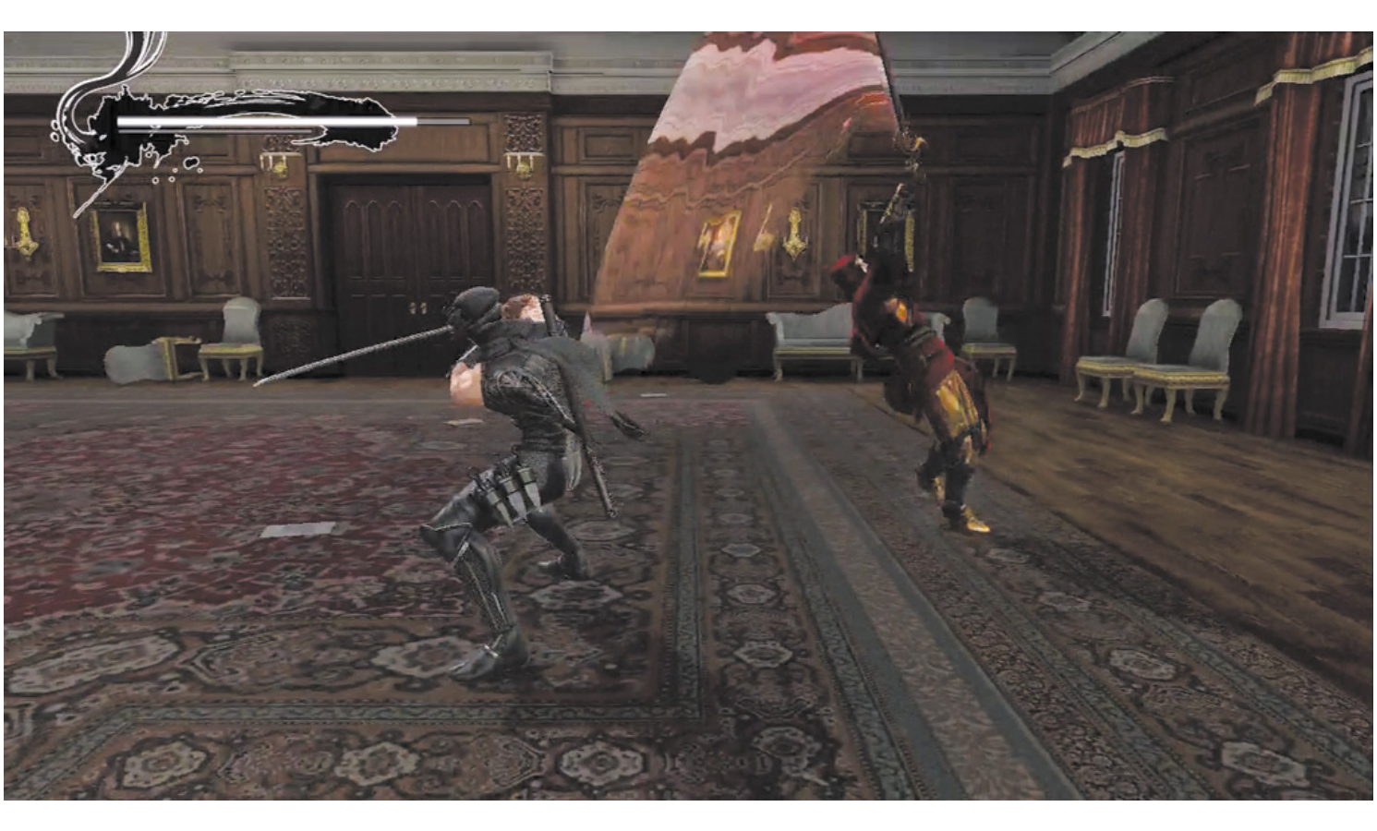
This time the Regent of the Mask has a couple new techniques in the way of a five-hit combo and an Unblockable Jumping Grab attack.

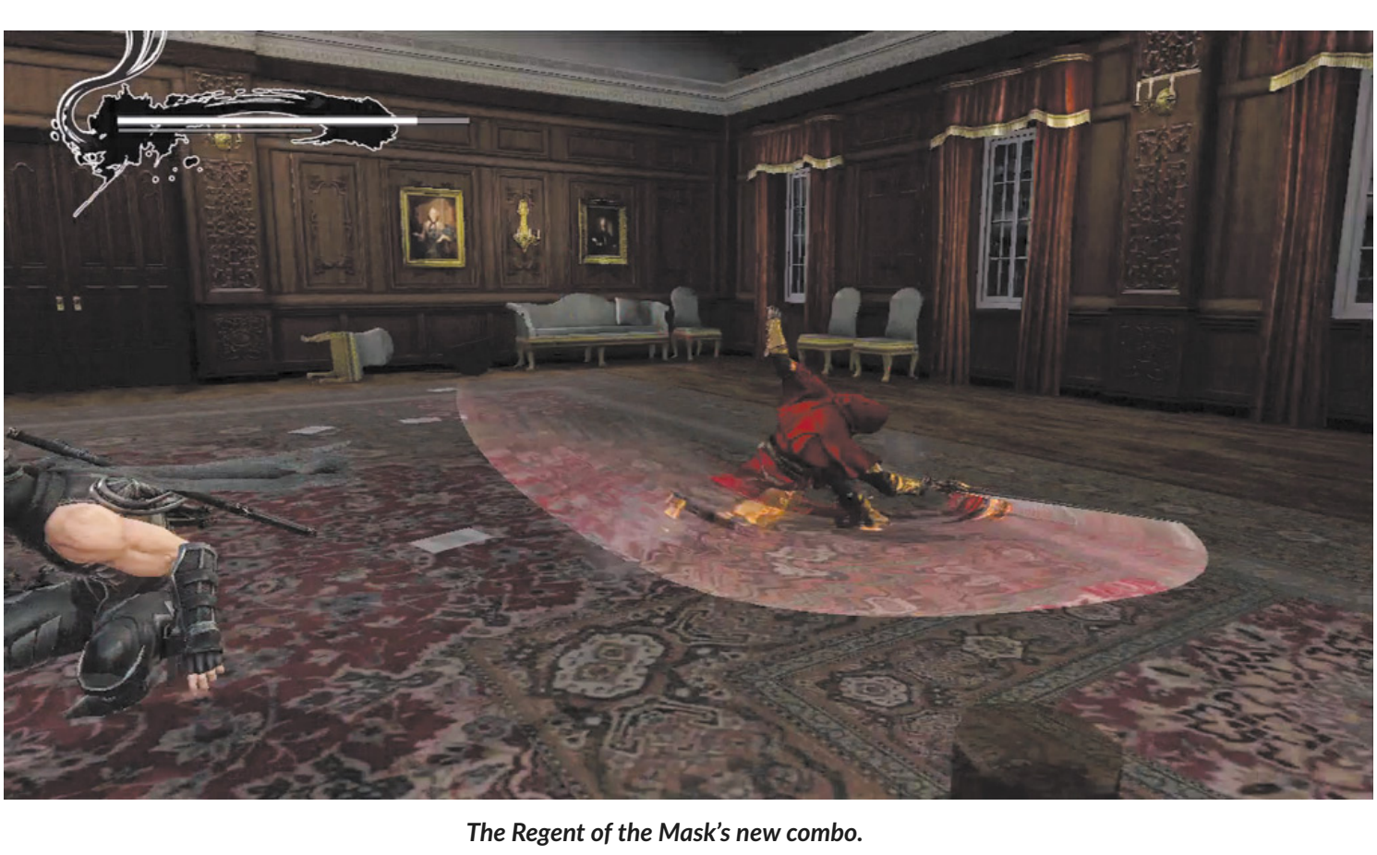
The battle also ends when Hayabusa knocks the Regent of the Mask outside. There's no continuation like the first battle.

Wait for the Regent of the Mask to approach Hayabusa. Slide away from his first attack, then use the Wind Run into Flying Swallow to attack the Regent of the Mask.

If the attack is parried, quickly slide away to avoid the Regent of the Mask's counterattack. If the attack is blocked or connects, slide away and wait for the next attack to repeat the process.







The Regent of the Mask's new combo.

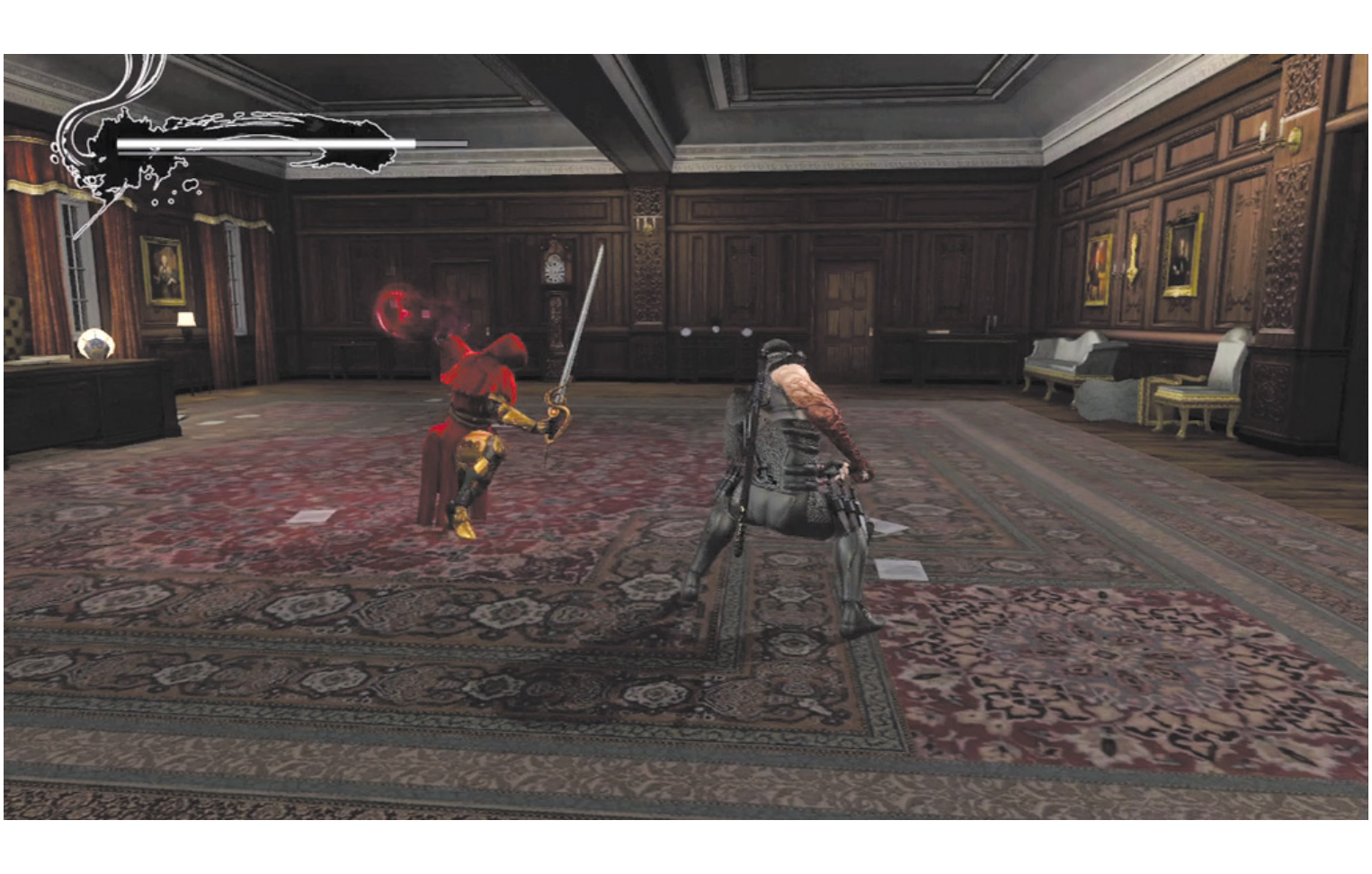
If the Regent of the Mask uses a five-hit combo (which consists of several vertical spinning attacks at the end), try to use the Wind Run into Flying Swallow before the vertical spinning attacks, or after the attack in the combo (a thrusting attack).

The vertical spinning attacks can knock Hayabusa out of the Flying Swallow.

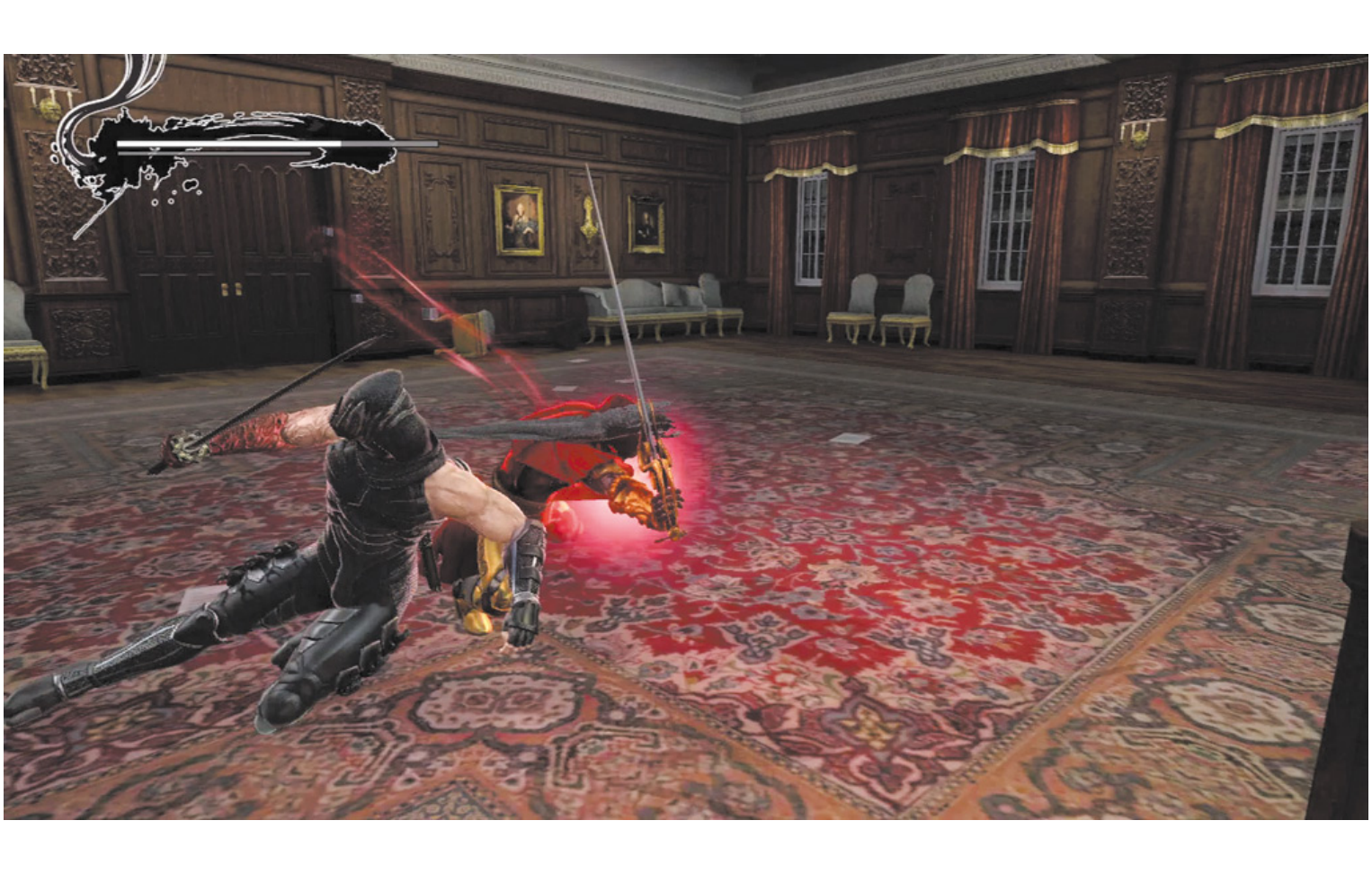
After attacking, slide away from the Regent of the Mask. If you attack too much, the Regent of the Mask may counter using his Unblockable Grab Combo. If his fist glows red, watch out for the throw combo.

Limit your attacks to no more than three Quick Attacks to avoid this. The only exception is after a sword clash. When this happens, rapidly tap Quick Attack (☒ or ■) as prompted, then follow with four to five Quick Attacks.

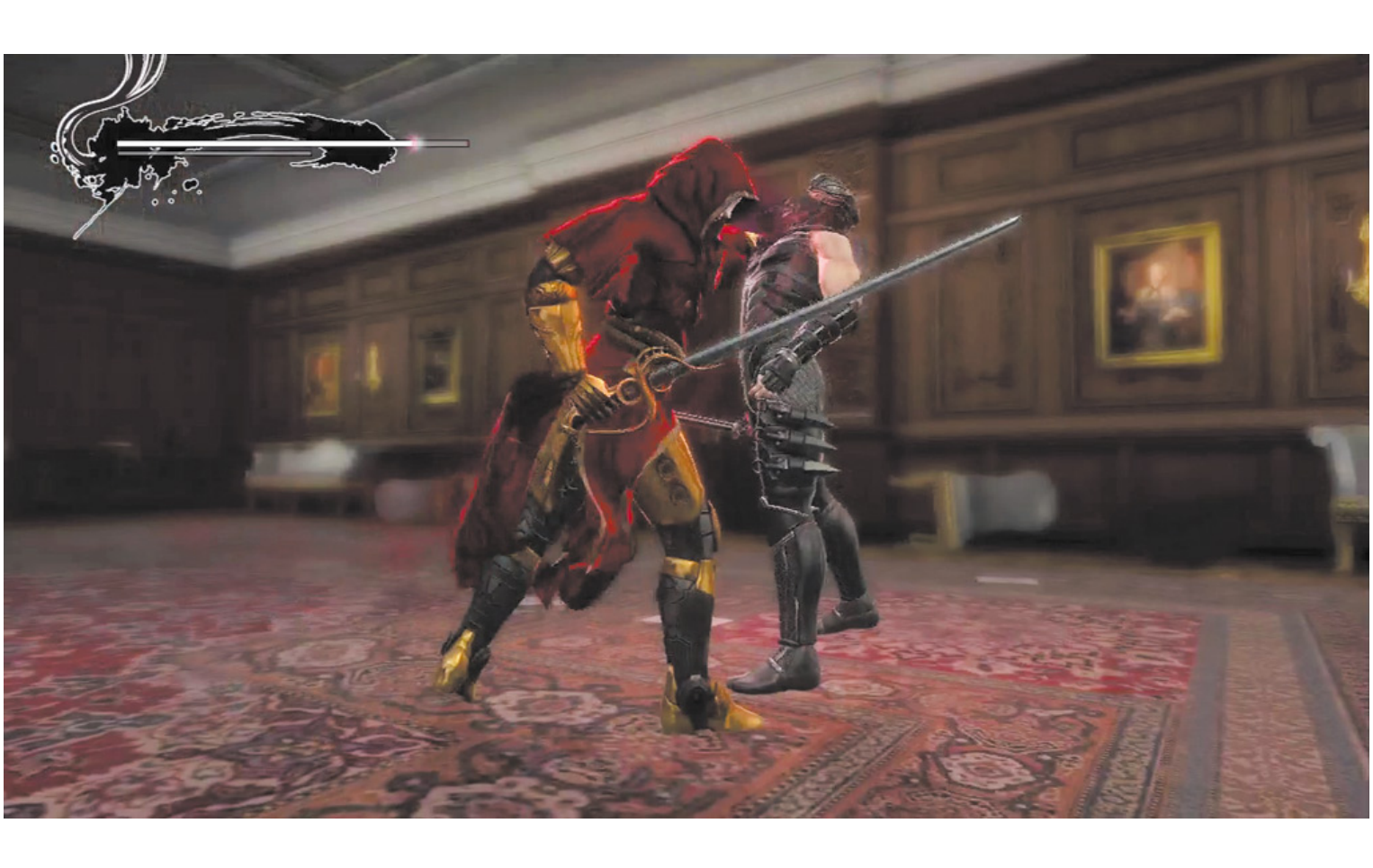
Four Quick Attacks is almost always safe, but five can sometimes hit. Pay close attention to the Regent of the Mask during the fifth attack. If his fist glows red, slide away immediately to avoid the throw combo.

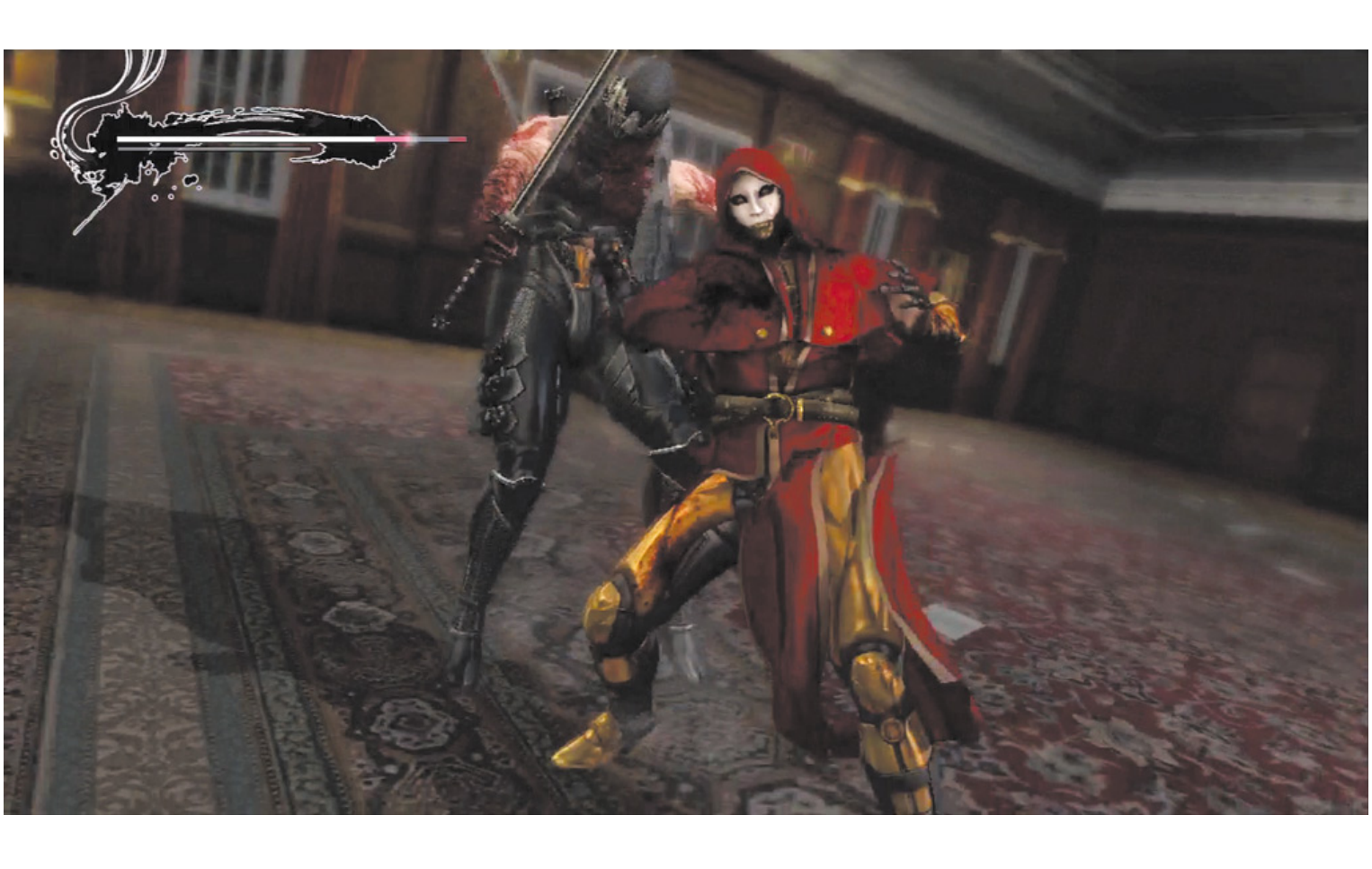


When the Regent of the Mask's fist glows red, ...



... quickly slide away ...





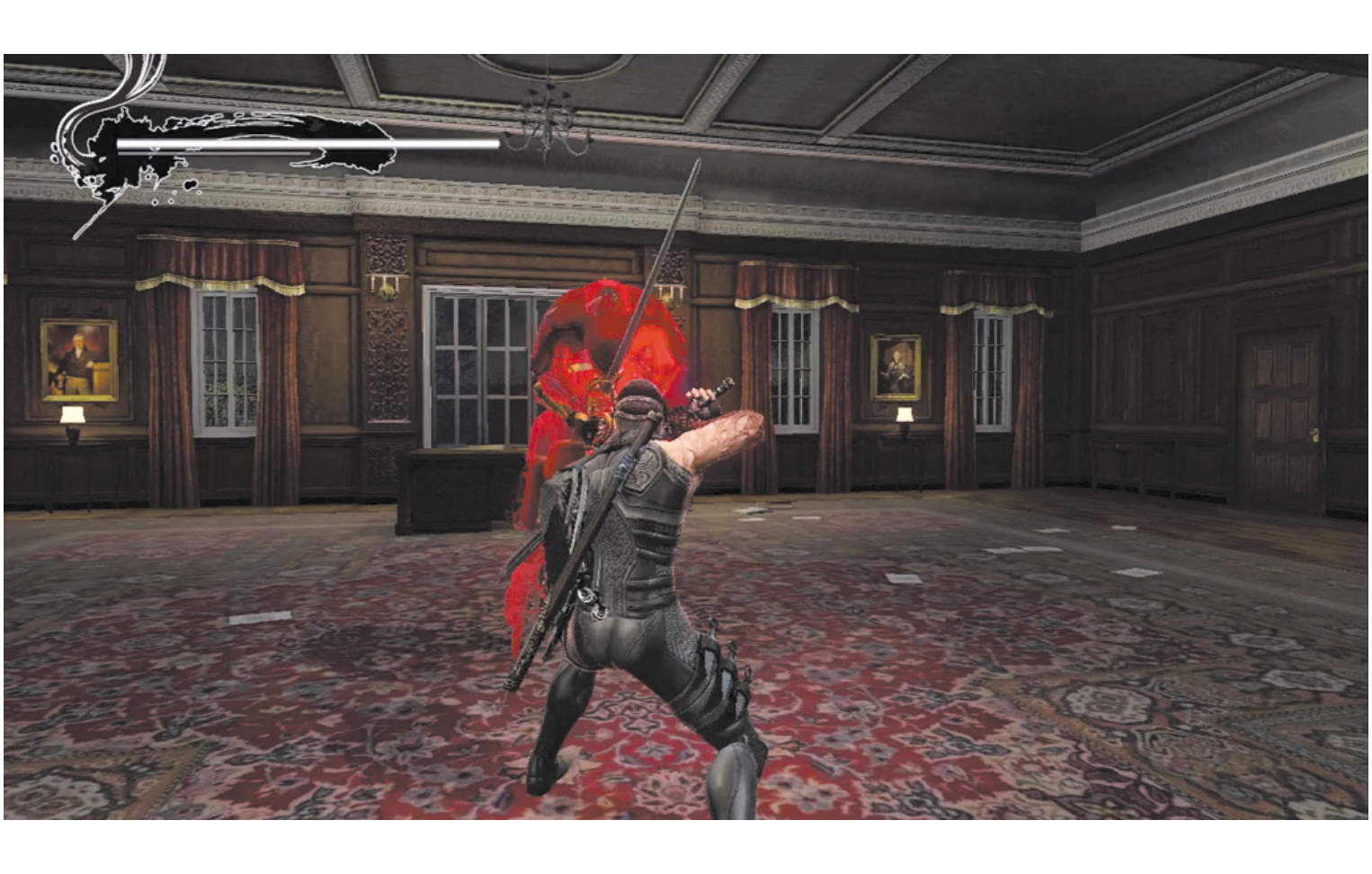
... or take big damage from the grab!

The first attack in his grab combo series is fairly easy to evade if you slide away right after Hayabusa's attack. The second attack has extremely long range and reduces Hayabusa's health considerably.

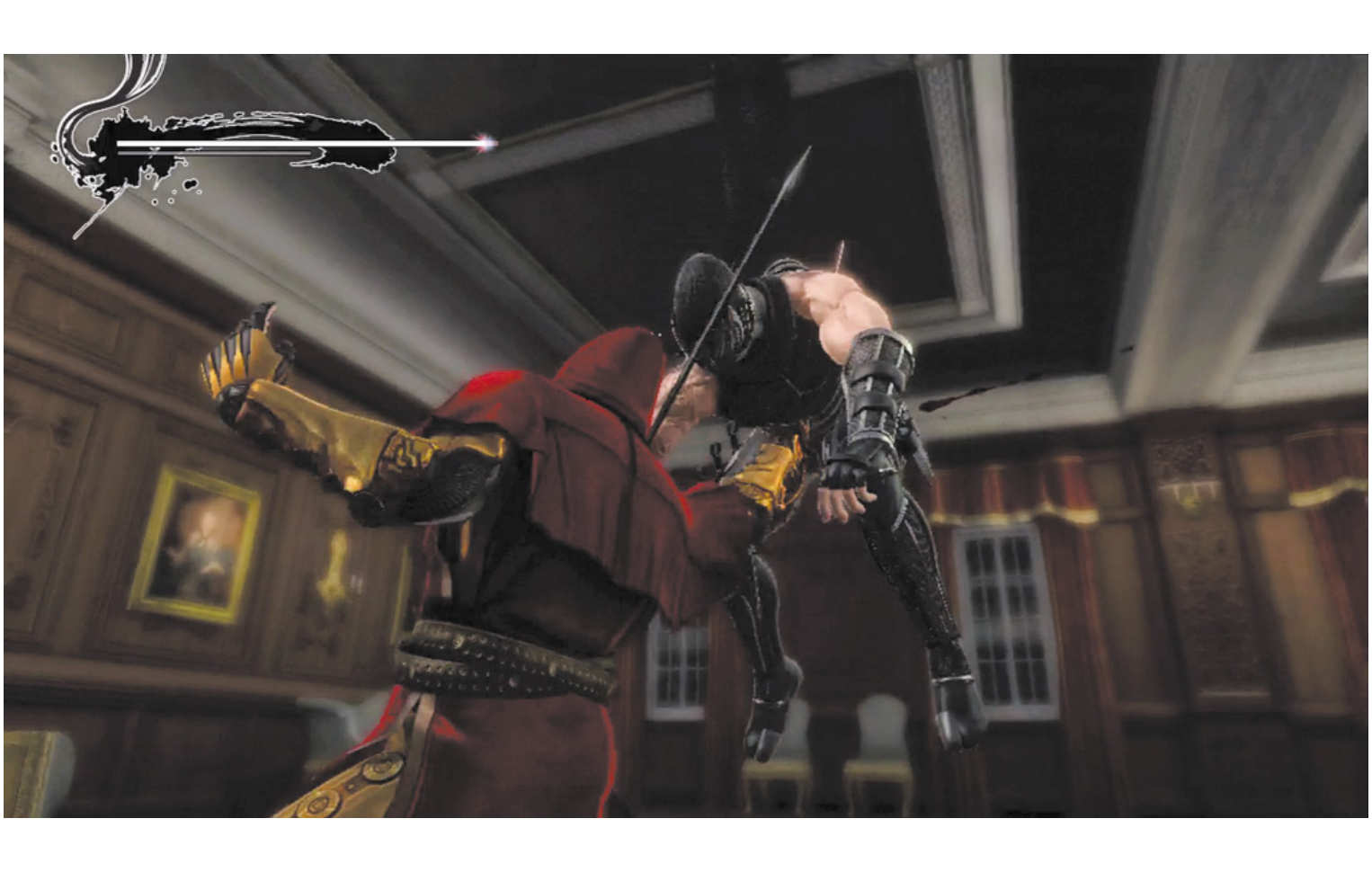
It is very important to avoid it. After the second attack misses, use another Wind Run into Flying Swallow.

The Regent of the Mask's new Jumping Grab looks very similar to Hayabusa's Wind Run, except the shadow images behind the Regent of the Mask are red.

If he uses this attack, slide away from him, then time the Wind Run and Flying Swallow so that the attack connects as soon as the Regent of the Mask lands.



When the Regent of the Mask uses a Wind Run, ...



... it results in an Unblockable Grab.

If the Regent of the Mask bends down into a lower stance that looks like Hayabusa's Ultimate Technique stance, prepare to use a slide to evade. This is the Regent of the Mask's version of an Ultimate Technique.

It executes very fast and can be difficult to dodge if you're not prepared. Slide away to escape the first attack, then slide again immediately after.

The Regent of the Mask occasionally uses a second attack almost immediately after his first Ultimate Technique attack.

Continue to attack the Regent of the Mask until you're prompted to rapidly tap Quick Attack (☒ or ■). Repeat this process until the Regent of the Mask is knocked outside, which ends the battle.

NORMAL DIFFICULTY

On Normal difficulty, Hayabusa can take on the Regent of the Mask almost exactly like he did the first time.

Just be a little more careful because despite that he does not hit as hard on this difficulty setting, he hits harder the second time than he did during the first battle.

If you go into the battle with a good amount of health, attack furiously until Hayabusa is down to about half of his Health Gauge, then shift into the more conservative Hard difficulty strategy to finish out the fight.

MASTER NINJA AND ULTIMATE NINJA DIFFICULTY

This battle doesn't change much from the first time on Master Ninja and Ultimate Ninja difficulties.

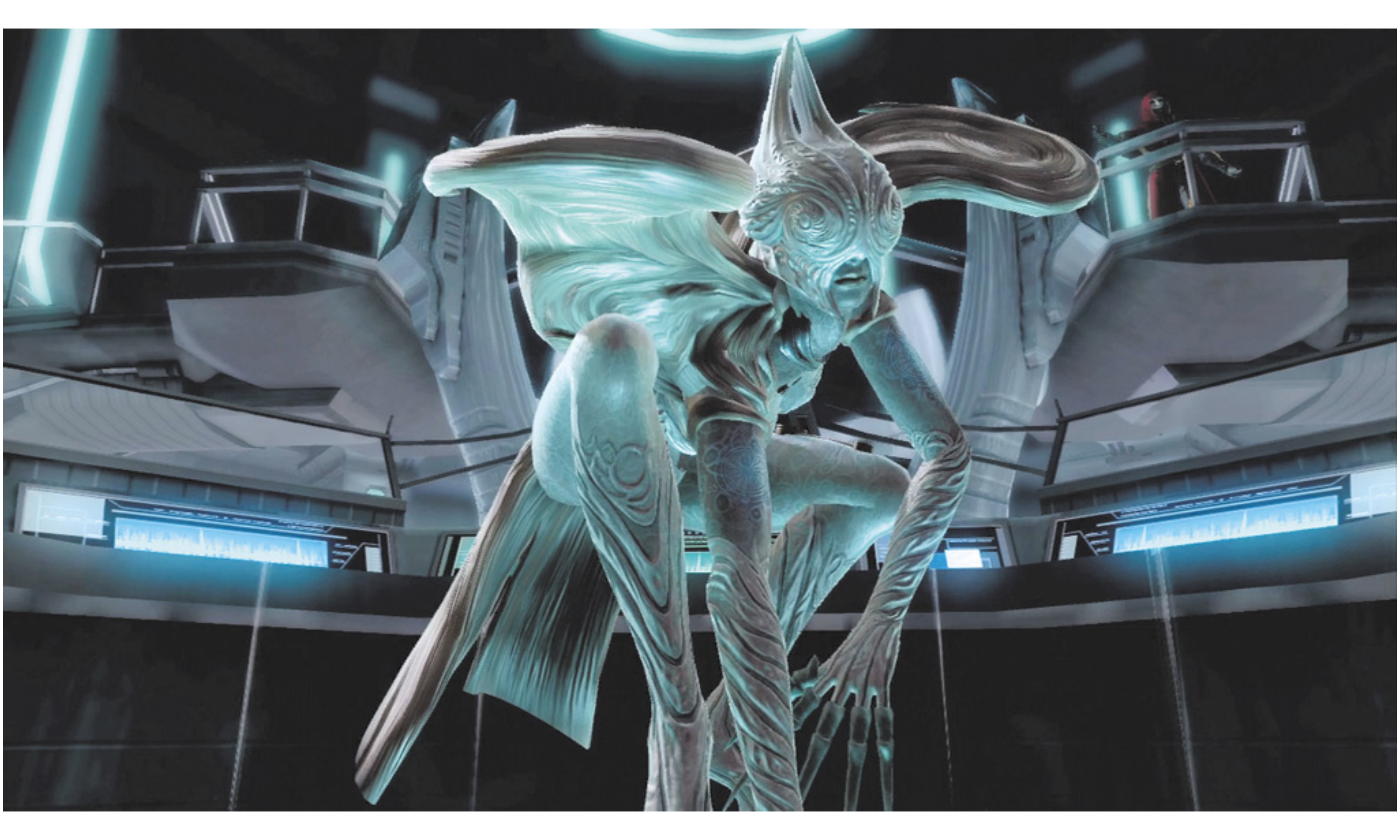
The Regent of the Mask can kill Hayabusa with one or two attacks, especially if one of the attacks is his Unblockable Grab Combo.

You must play with extreme caution and take your time, slowly inflicting damage on the Regent of the Mask whenever an opening is presented. If you play too aggressively, Hayabusa will not last long.

Boss Battles

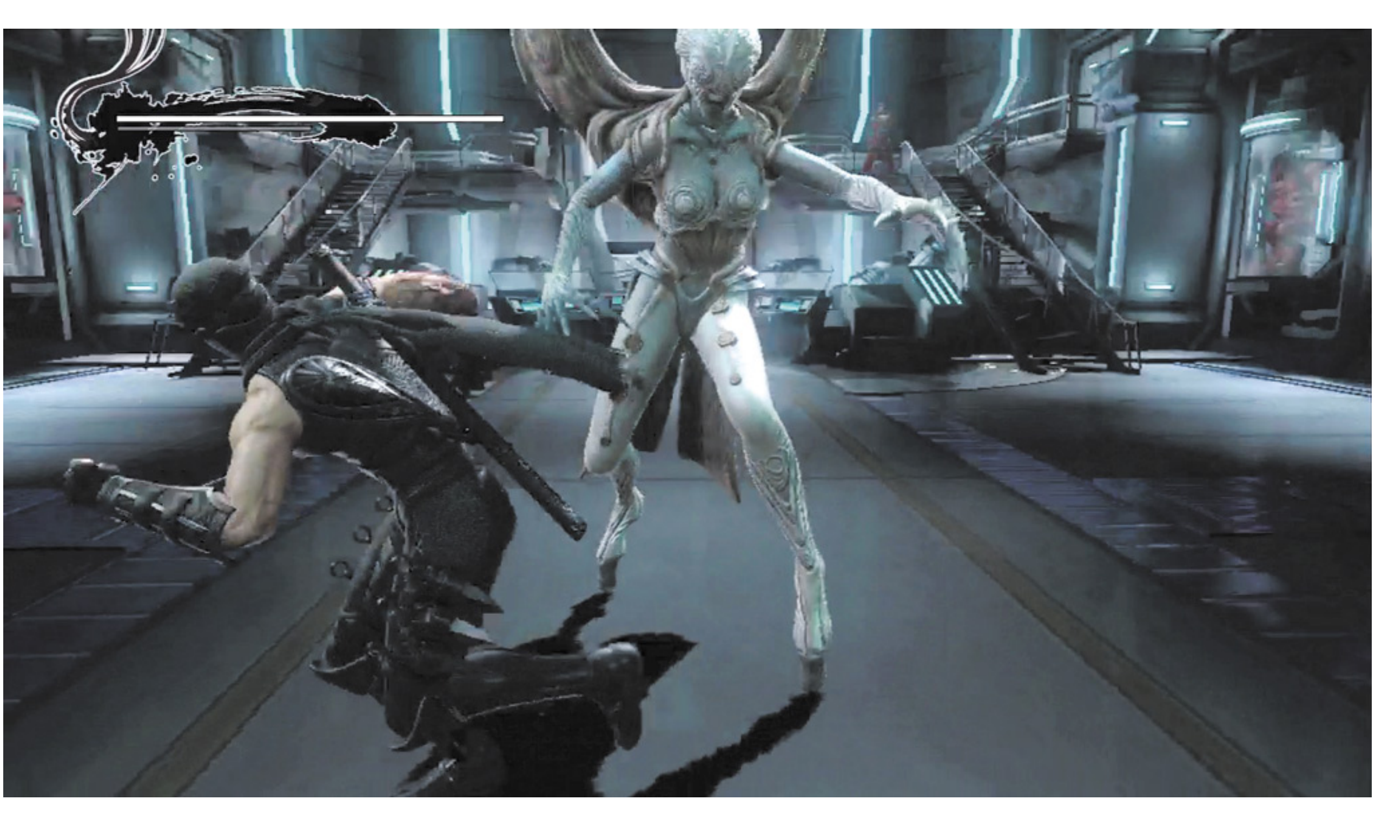
LOA Biolab, Abysmo Island

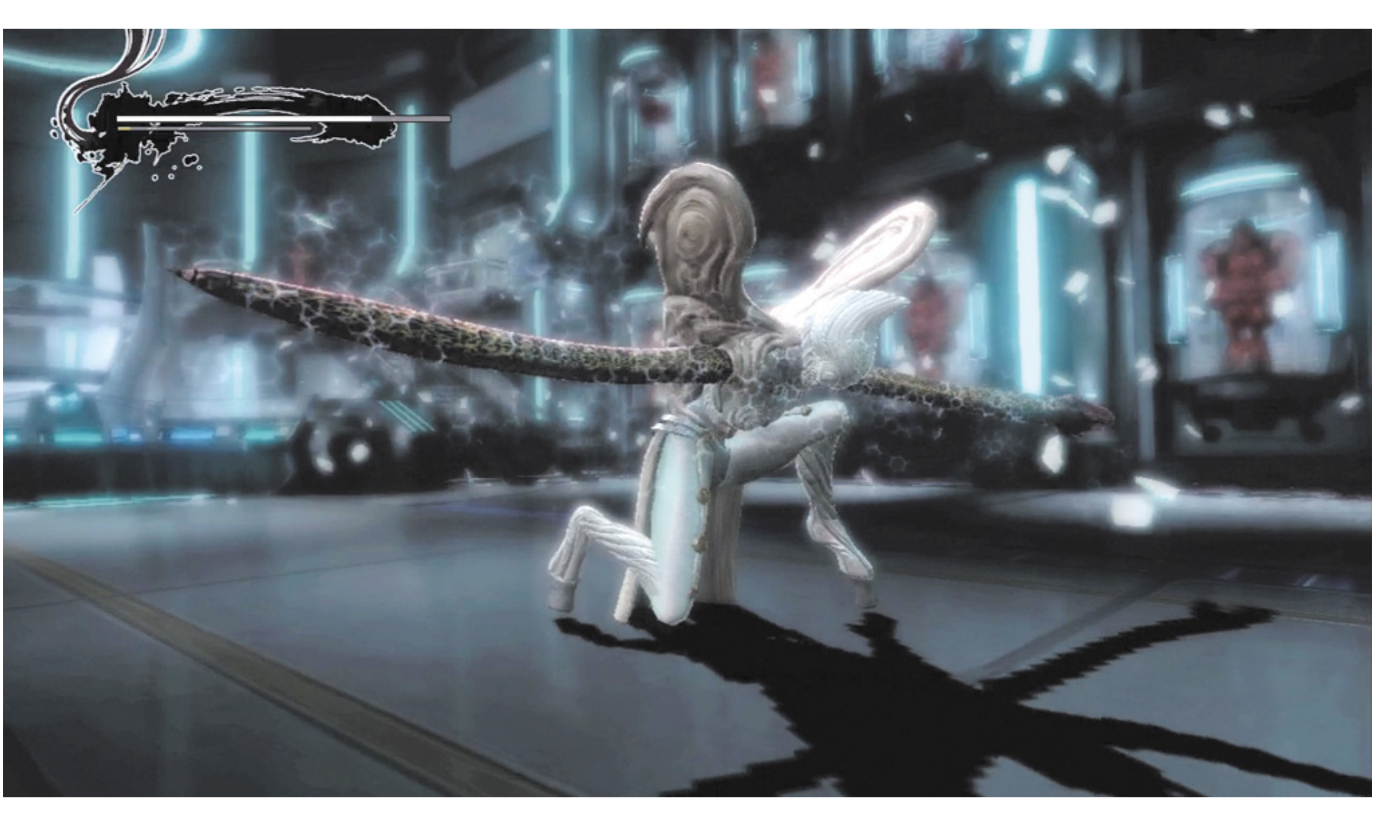
BOSS BATTLE:
Prototype Goddess "Lovelace"

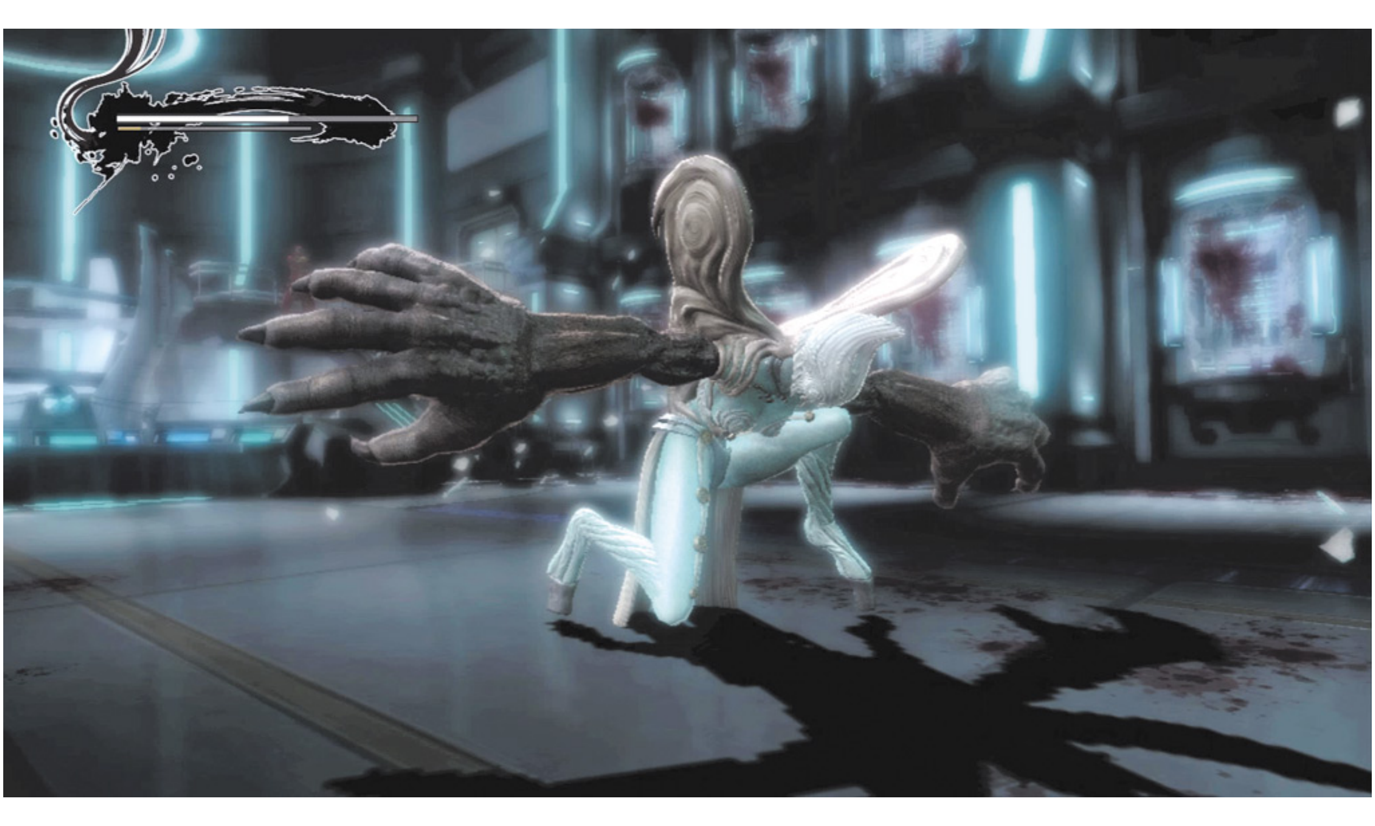


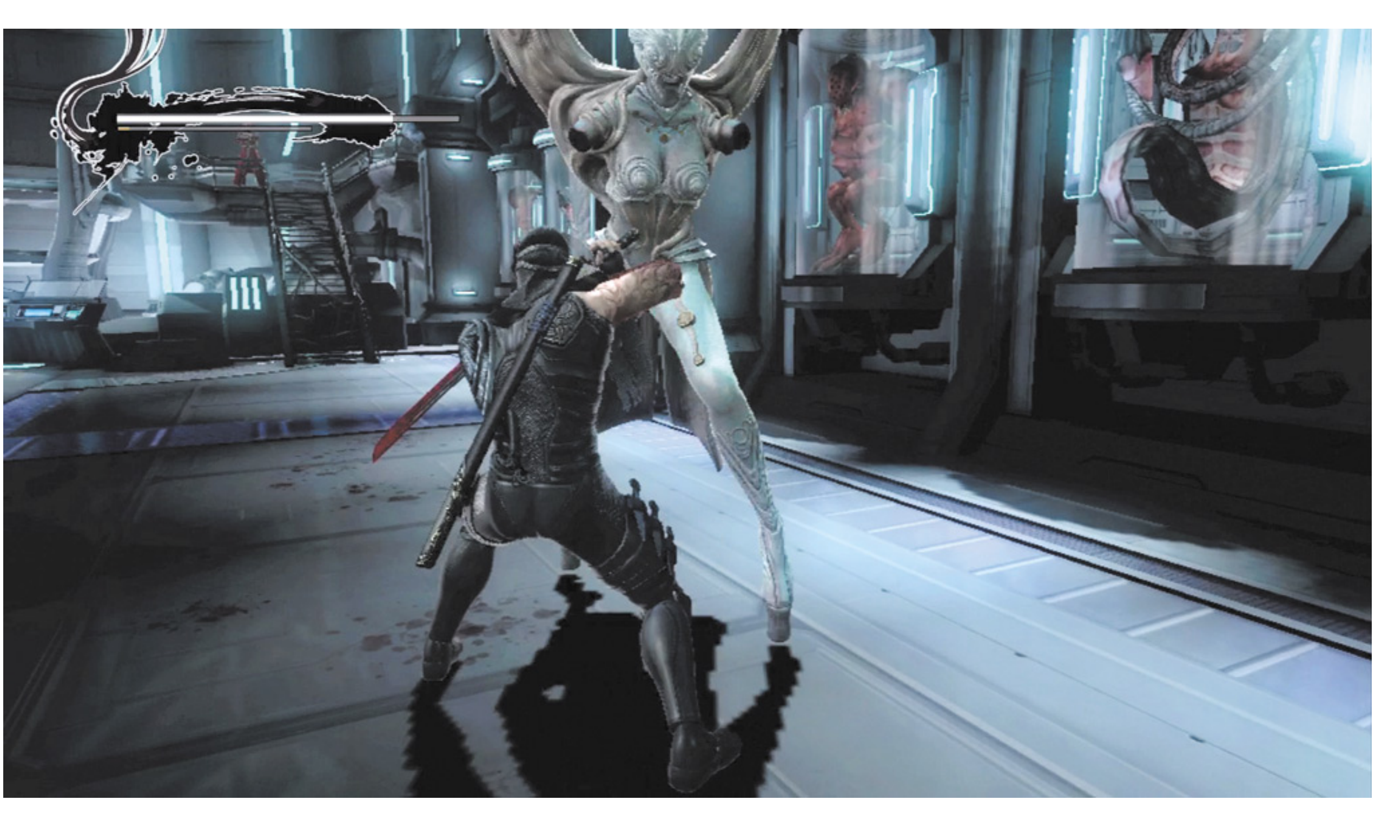
Close Range Abilities: Four-Hit Claw Combos, Three-Hit Kick Combos, Unblockable Grabs

Long Range Abilities: Projectile, Flying Kick, Acid Spray (with tentacle arms), Quick Swipe (with tentacle arms), Charge (with Demon arms), Jumping Smash (with Demon Arms), Two-Hit Lunge Attack Combo (with Demon arms)









Strategy: The Prototype's arms morph into three different forms, but all of them can be attacked in the same manner. In addition, all three have Unblockable Grabs when her hands glow red.

She starts with normal arms. Stay as close to her as possible when she's in this form.

If Hayabusa backs away from her when she has normal arms, she unleashes a barrage of projectile attacks that are hard to evade and inflict considerable damage.

Use Quick Attack combos until she evades or blocks. If she evades Hayabusa's attack, prepare to block the attack that follows.

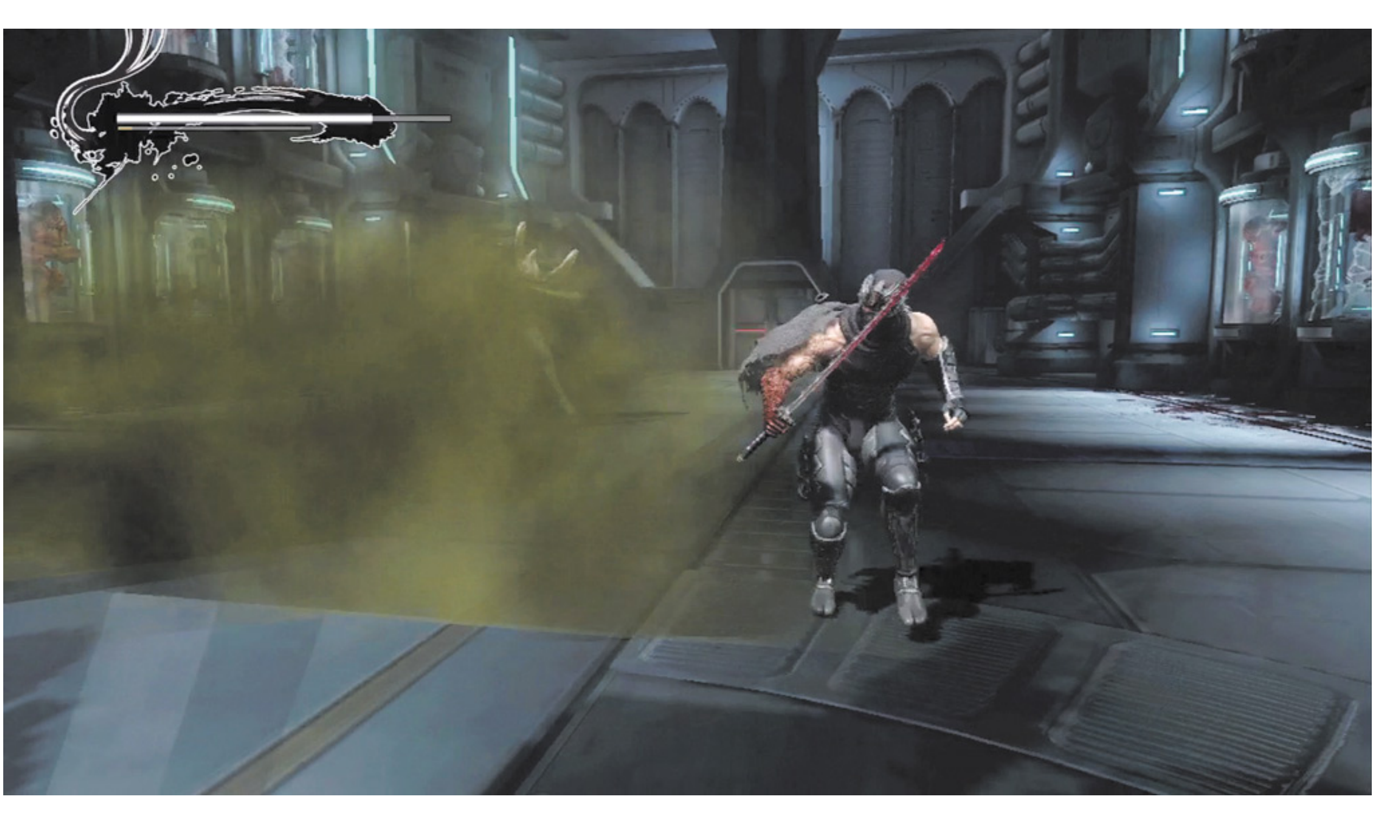
If she blocks, wait for her to use a combo attack (four-hit claw combo or three-hit kick combo). Use multiple slides to evade the combo, then use a Quick Attack combo to counterattack.

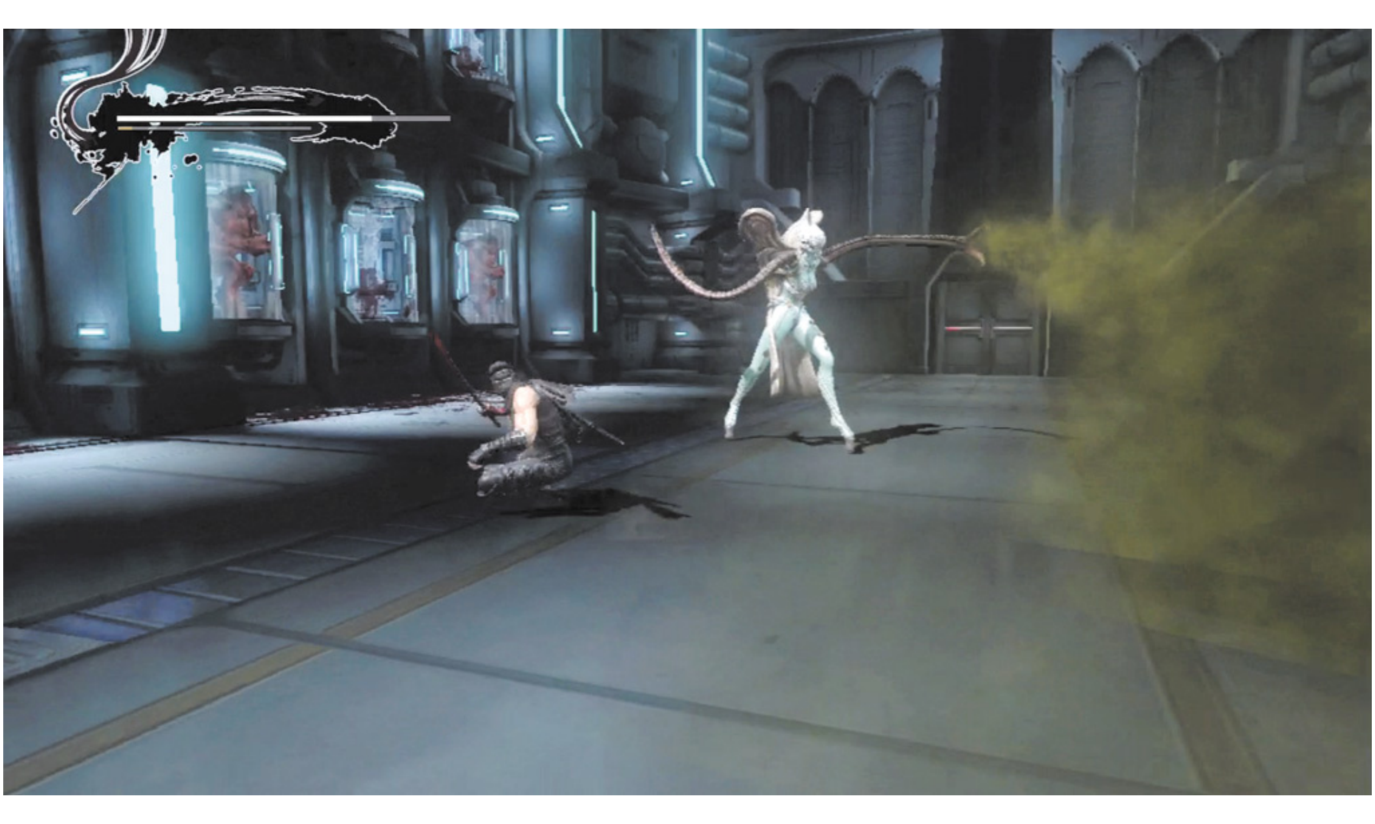
Occasionally she uses a kick combo that ends with three spinning kicks. Treat this the same way as you would her other combos and counterattack after the last kick.

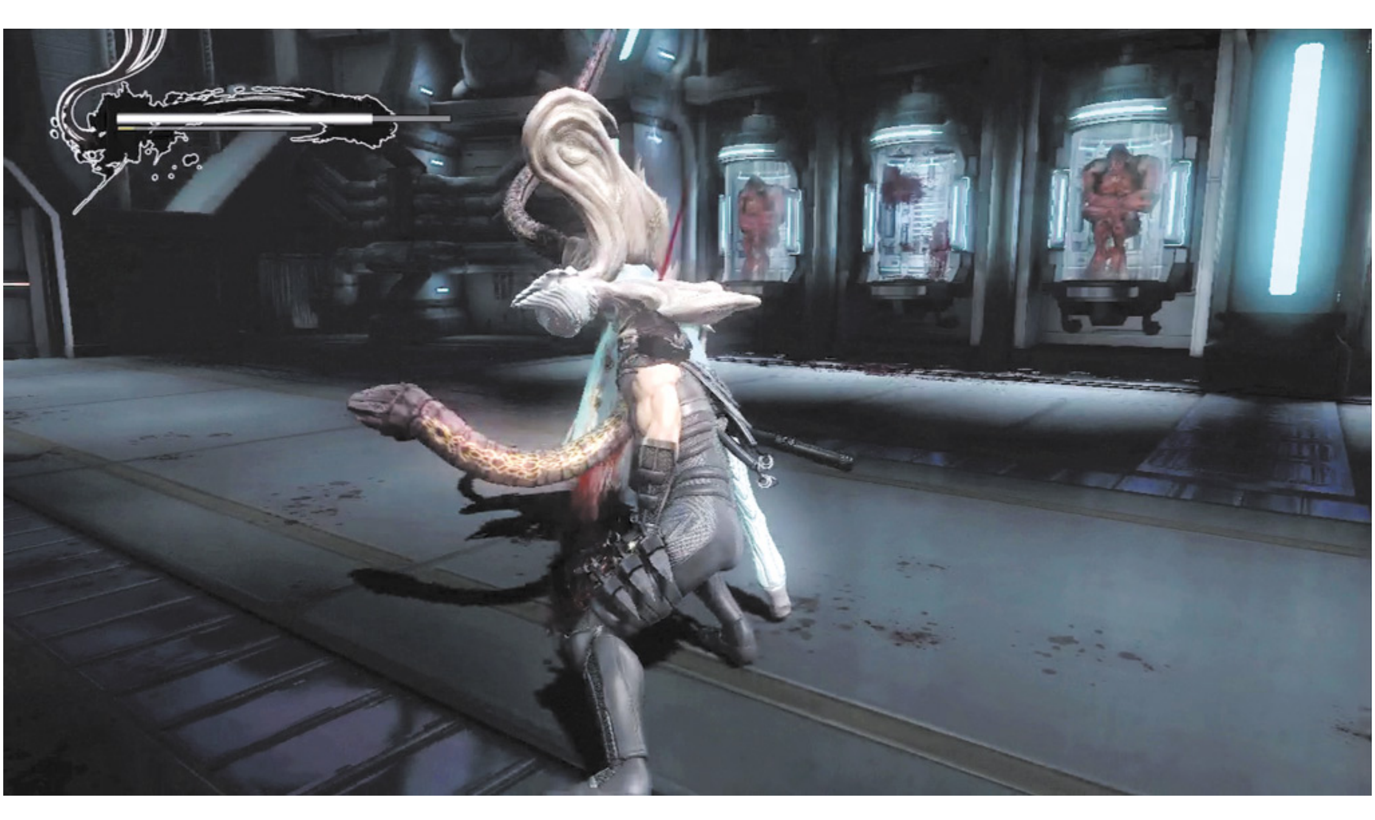
When her hands glow red, slide away as quickly as possible to avoid her Unblockable Grab attack. If she bends down, another Unblockable Grab is coming. This one is harder to see, so you must pay attention.

Continue to use Quick Attack combos until prompted to rapidly tap Strong Attack (Ⓨ or ▲) to slice off the Prototype's arms.

For a short time, the Prototype cannot use her Claw Combos. Keep attacking until she grows tentacle arms (similar to the arms of a Snake-Mutant).





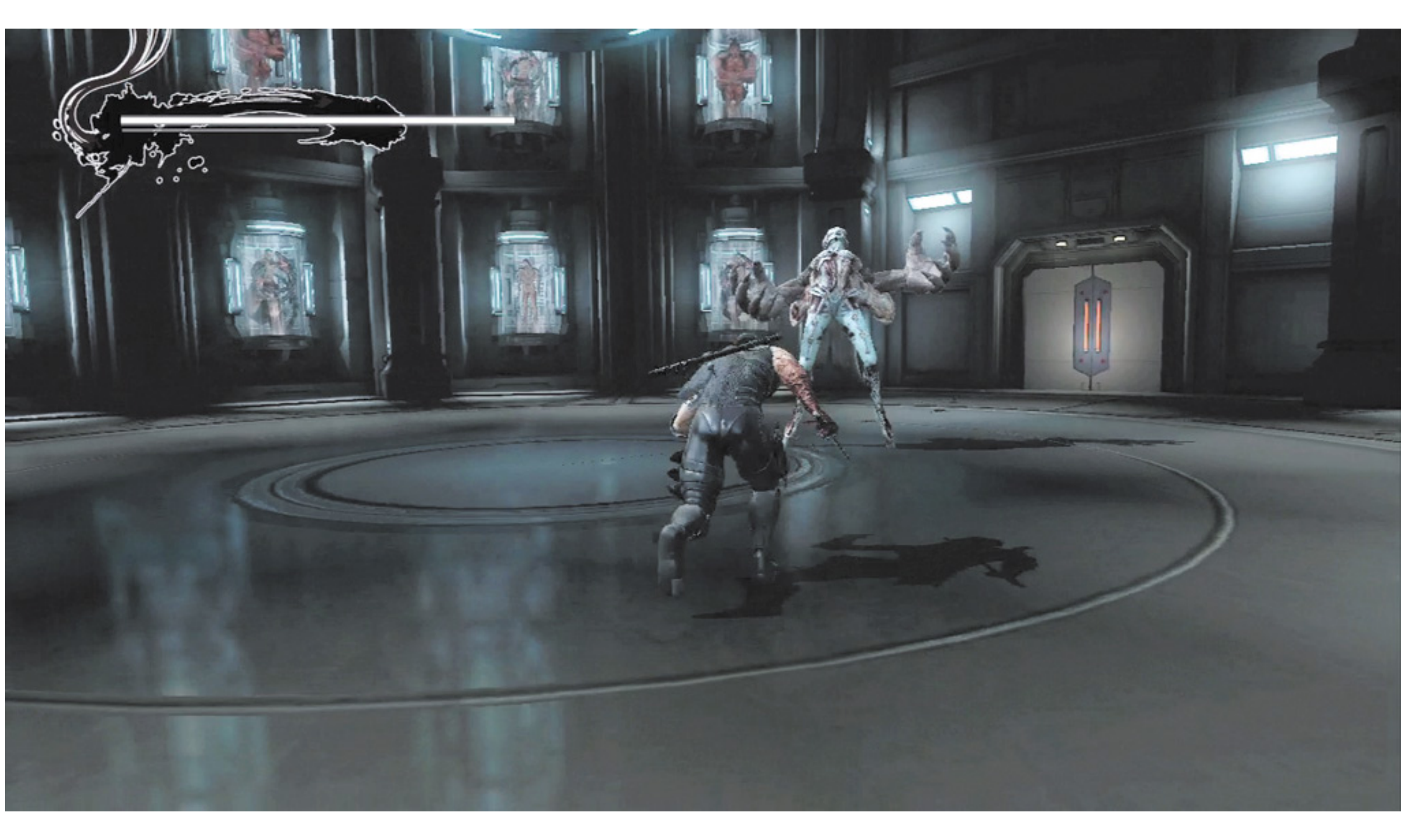


When the Prototype has tentacle arms, stay outside of her attack range, but close enough to reach her with one slide.

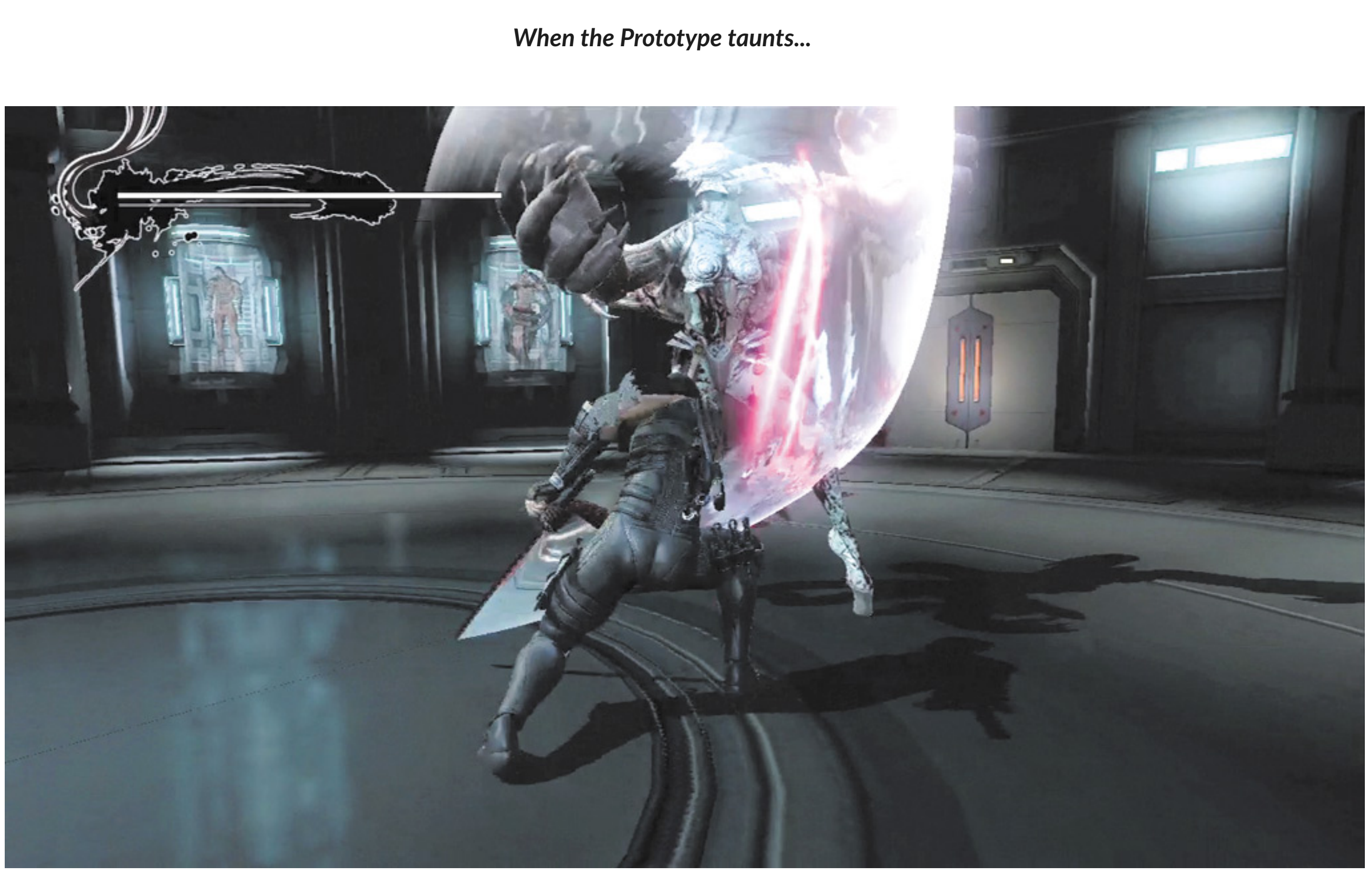
Keep in mind, immediately following a slide, Hayabusa's Quick Attack has considerable range, so you can remain a decent distance away from the Prototype.

Wait for her to use the Acid Spray, then quickly slide to the right and toward the Prototype and use Quick Attack combos to interrupt the Acid Spray before it reaches Hayabusa.

Repeat this process until her arms are sliced off again.



When the Prototype taunts...



... rush in to attack!

Demon arms appear next and look similar to the arms of a Demon Baphomet.

Wait for her to Charge or use the Jumping Smash attack. Slide to evade both attacks, then use a flurry of Quick Attacks until she deflects Hayabusa's sword.

When this happens, slide away from the Prototype to avoid her counterattack. If she taunts (looks up with her hands open), slide in and attack. Repeat this attack strategy until the Prototype runs off.

Head into the next room and press Left or Right on the Left Analog Stick while holding Block (LT or L1) to evade the Prototype's next attack.

She starts with Demon arms this time and fights the same—except her Jumping Smash has a slightly larger attack radius and she has a lunging two-hit combo that has considerable range.

Use the same strategy as before until the Prototype's Demon arms are sliced off. She goes back to her normal arms, which are identical to the previous fight.

When these arms are sliced off, do not close in on the Prototype until the next set of arms are visible. From this point forward, if Hayabusa is too close to the Prototype when her new arms appear, he's knocked away and will take damage.

Continue fighting the Prototype using the same strategies as before. Once enough damage has been inflicted, she jumps on Hayabusa. At this point, rapidly tap Quick Attack (Ⓧ or ■) when prompted to finish off the Prototype Goddess "Lovelace".

NORMAL DIFFICULTY

On Hard difficulty, Hayabusa can work his way through this battle with relative ease. On Normal, this battle becomes even easier.

The Prototype's attacks don't inflict as much damage, which means Hayabusa can stay in the boss's face and use a barrage of Quick Attack combos to make quick work of the Prototype.

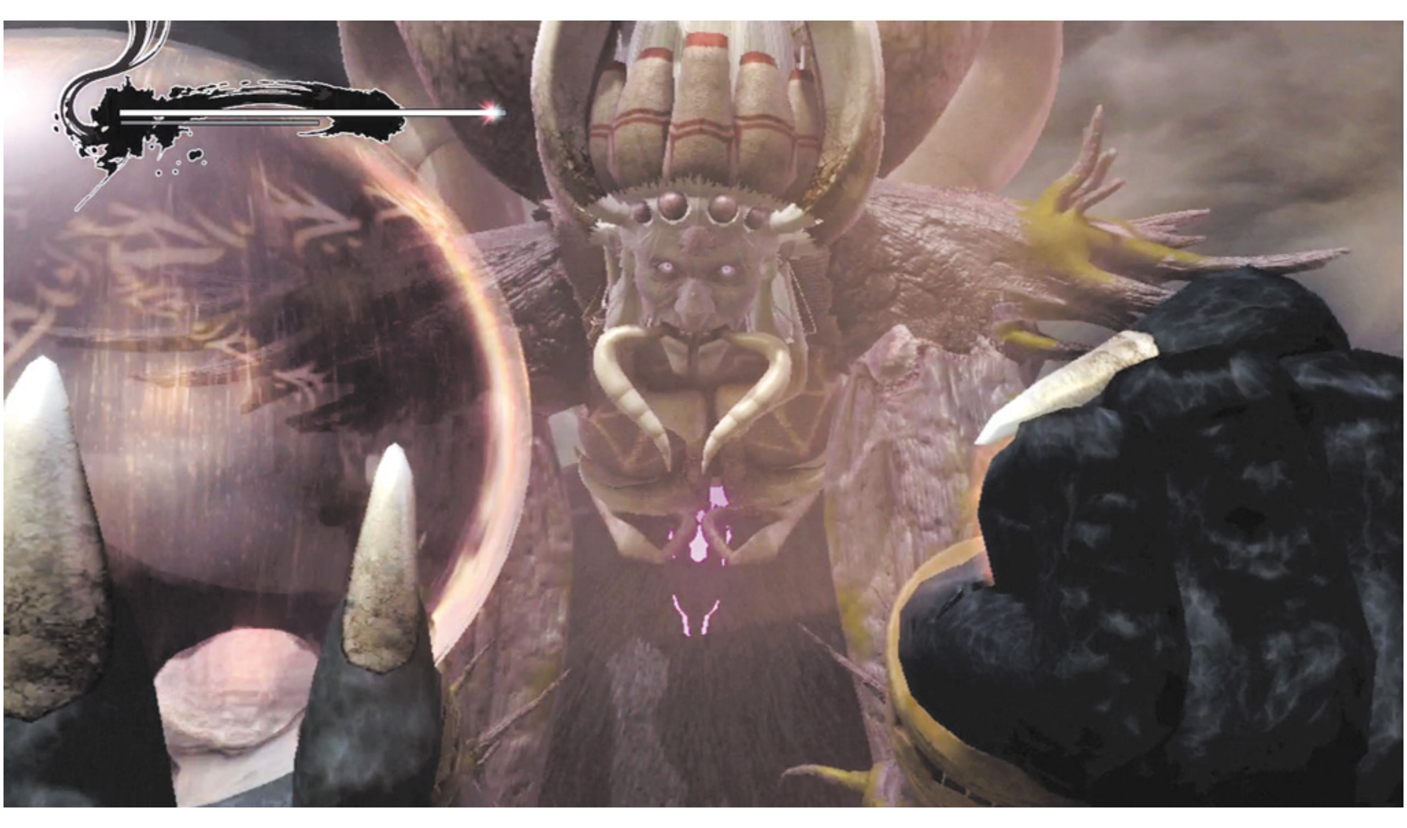
Even when the boss shifts forms, there really isn't much to worry about unless Hayabusa's Health Gauge is getting low. If that happens, shift back to the less aggressive Hard difficulty strategy to finish her off.

MASTER NINJA AND ULTIMATE NINJA DIFFICULTY

The Prototype Goddess "Lovelace" hits much harder on Master Ninja and Ultimate Ninja, but her attacks are still fairly easy to avoid.

She's a little bit more aggressive, but not enough to change the strategy much from the Hard difficulty strategy. Just be cautious of her attacks and only counterattack when it's safe.

BOSS BATTLE:
Obaba



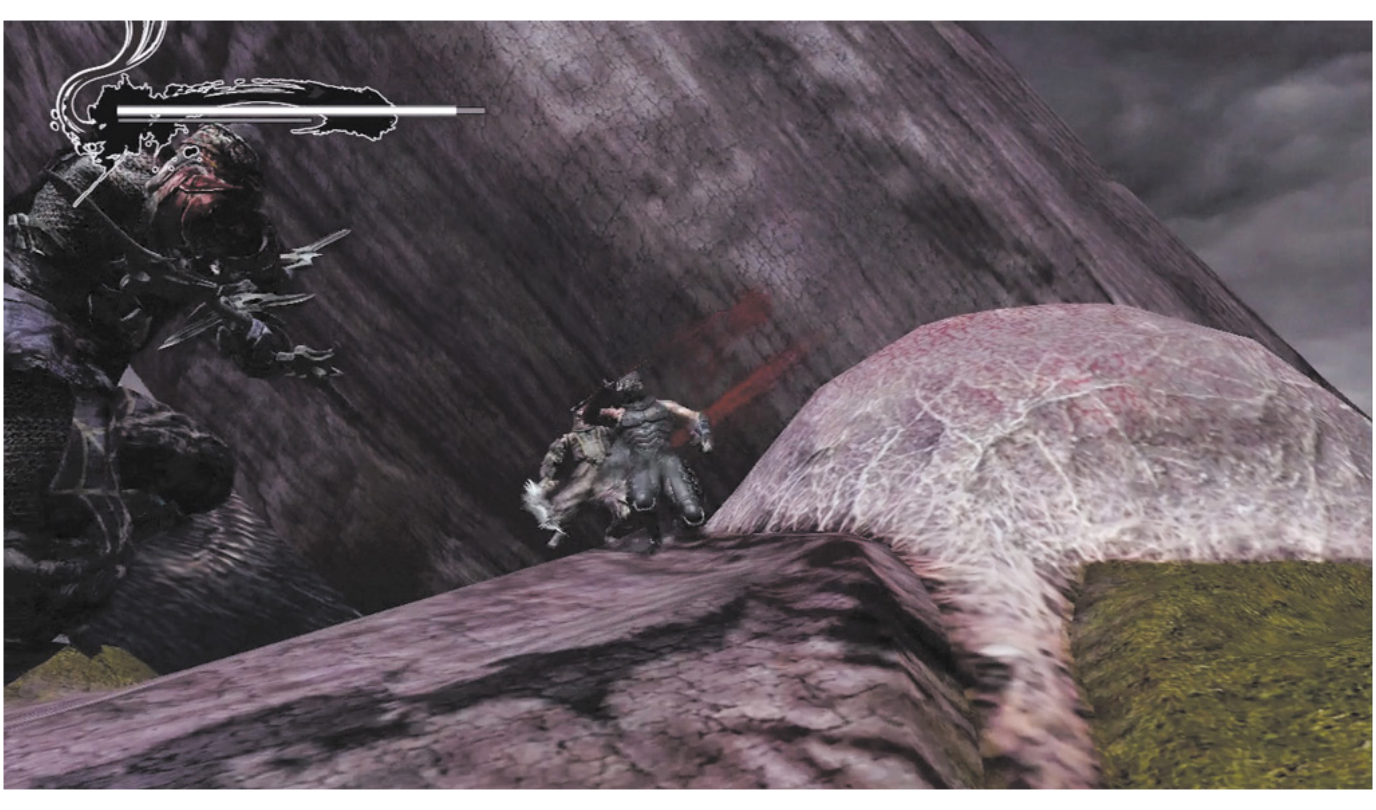
Close Range Abilities: Tentacle Attacks and Unblockable Grabs, Summons Spider Ninjas, Archers and Spider Aya Ninjas

Long Range Abilities: Hand Slam, Projectile

Strategy: Rapidly tap Quick Attack (Ⓧ or ■) to escape Obaba's grasp. Do this as quickly as possible to limit the amount of damage inflicted upon Hayabusa.

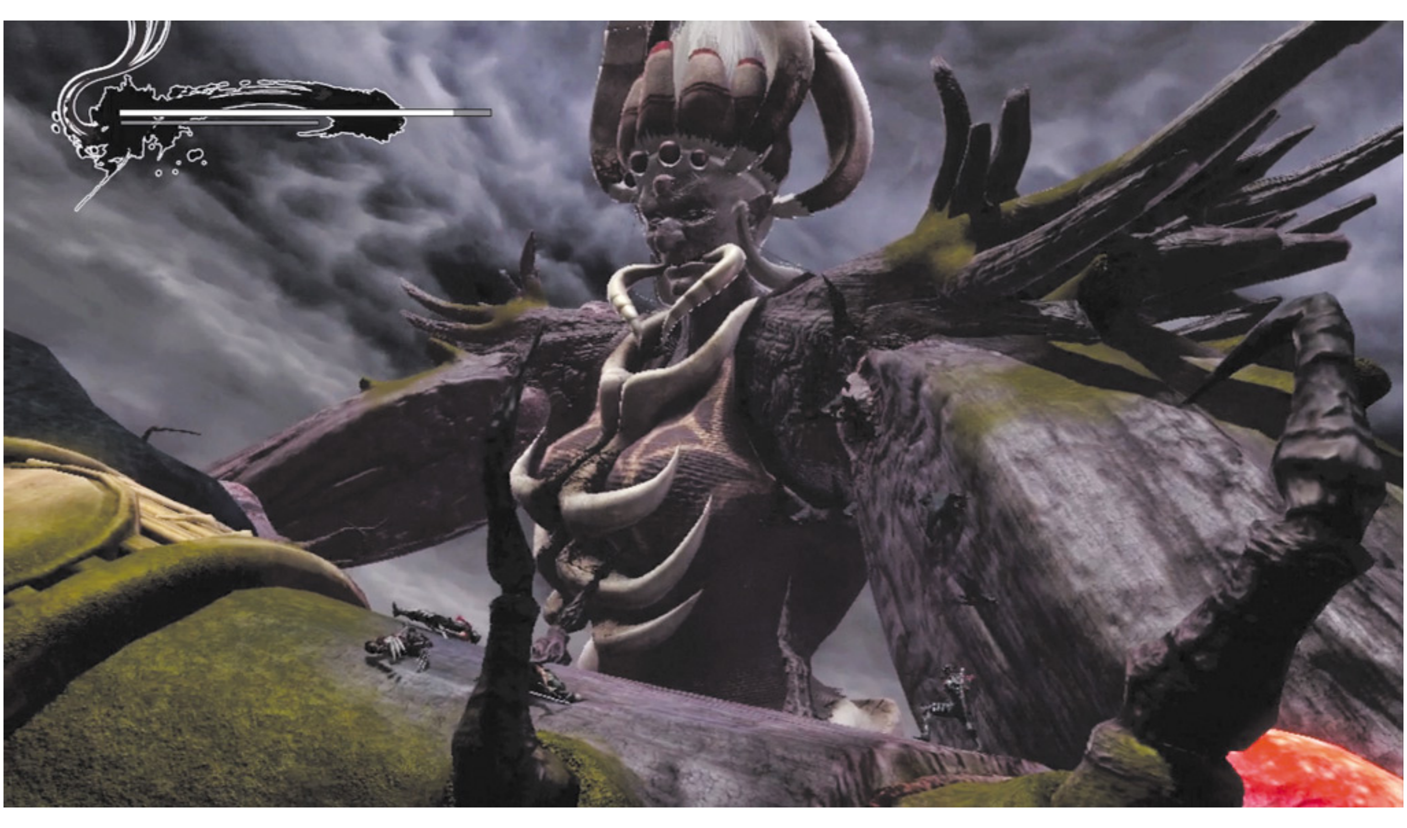
Spider Ninjas, Archers and Spider Aya Ninjas appear on Obaba's arm, near Hayabusa. Defeat them, then slice up the core (the glowing red mound) near the end of Obaba's arm.

When she starts to move, shoot an arrow at her hand as quickly as possible to stop the Hand Slam attack. If you're too late in shooting at Obaba's hand and she makes a fist, move to the left side of her arm, away from the core to avoid the Hand Slam.

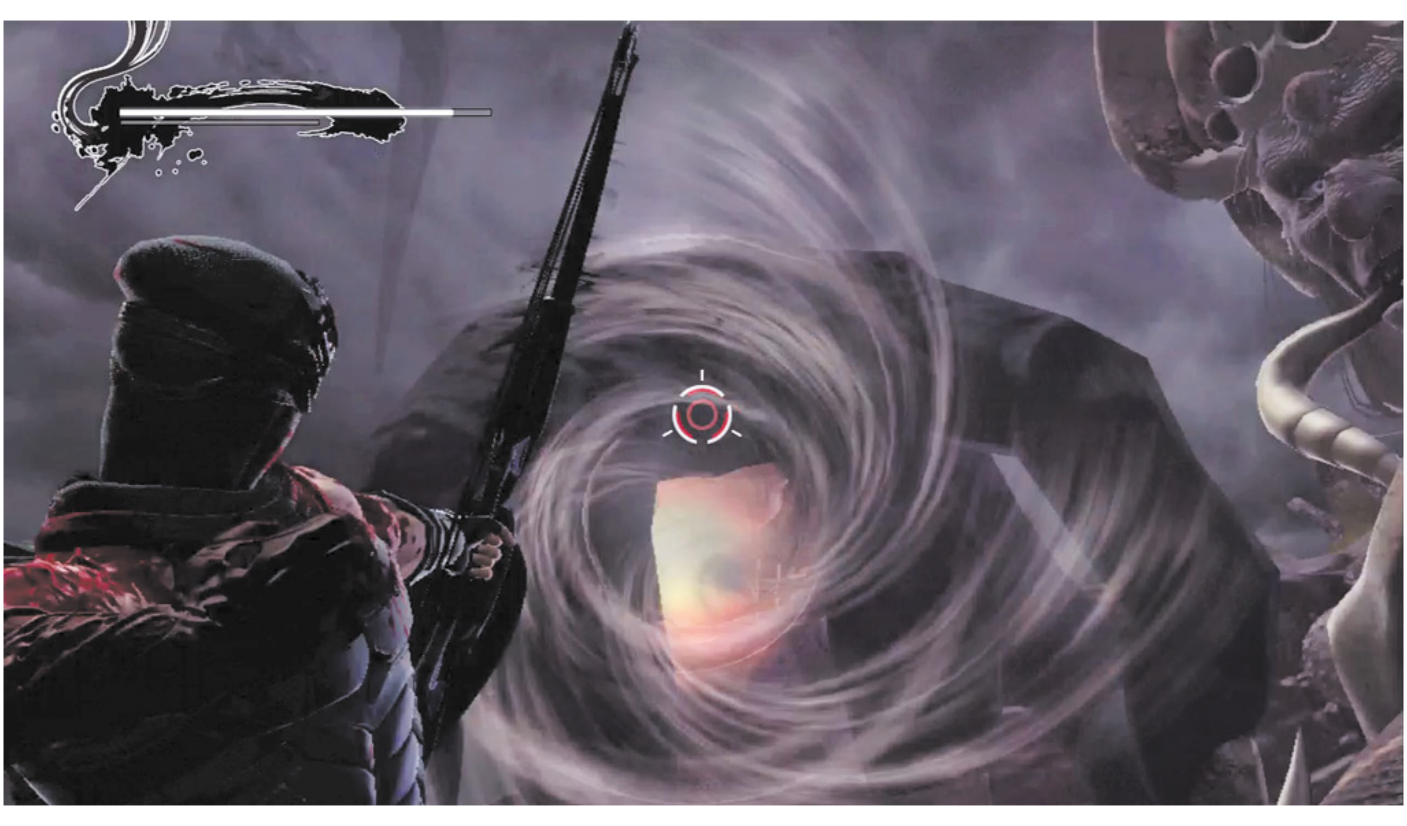


When the Spider Ninjas, Archers and Spider Aya Ninjas are resurrected, stay close to the core and make sure it's visible at all times.

As soon as the core glows red again, ignore the enemies and attack it. If the enemies get in the way, take them out as quickly as possible, then continue to attack the core. If too much time passes, Obaba attempts the Hand Slam attack again.



When Obaba moves ...



... use an arrow to shoot her hand.

Repeat this strategy and continue to attack the core until prompted to rapidly tap Strong Attack (Ⓨ or ▲) to destroy it. Glide to the next core and hold Block (LT or L1) and Center Camera (RB or R1) to initiate a Kunai Climb.

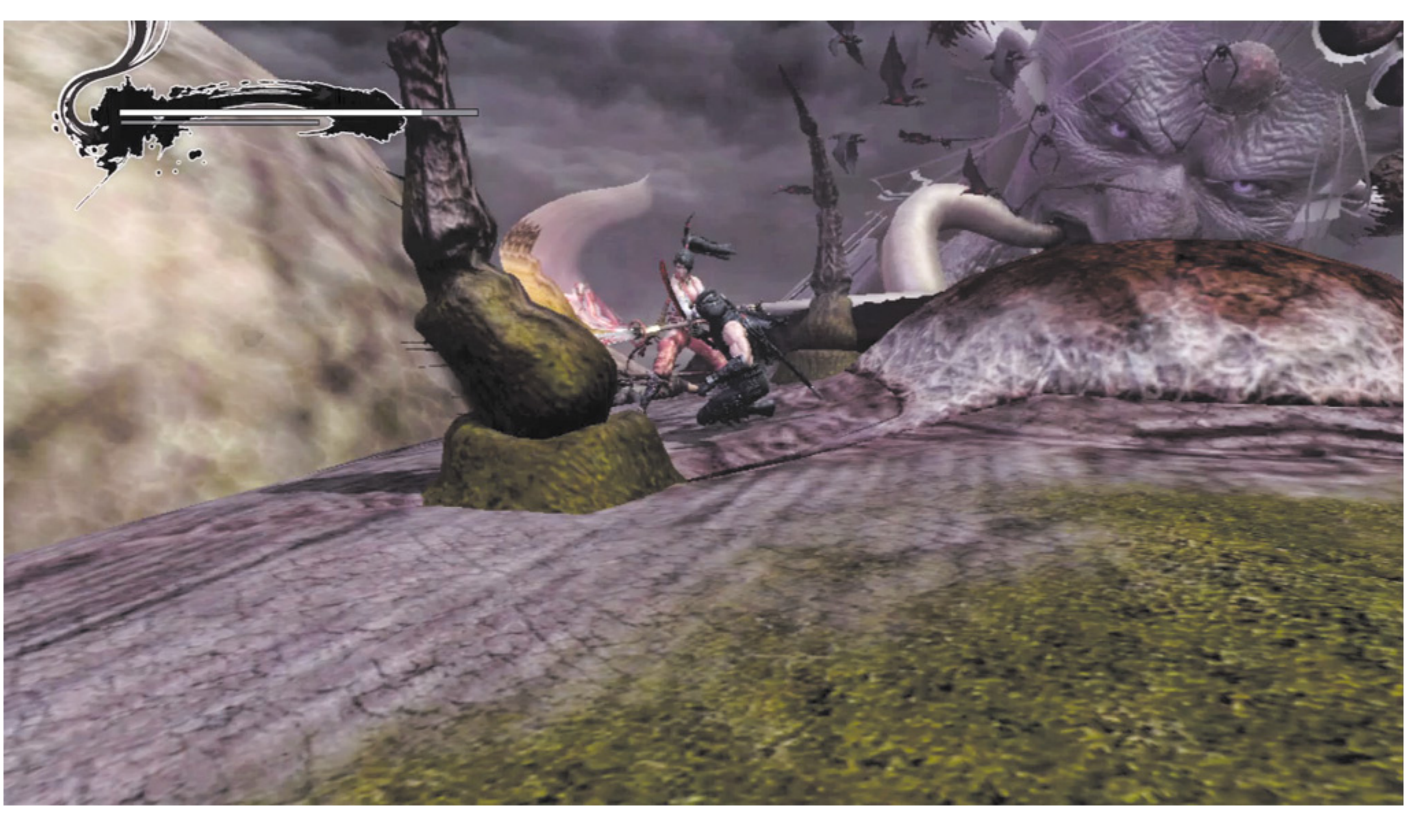
Start climbing toward the next core and move to the left or right to avoid Obaba's tentacle attacks.

When Hayabusa reaches the core, press Strong Attack (Ⓨ or ▲), then rapidly tap Strong Attack (Ⓨ or ▲) as prompted to destroy the next two cores with Momiji.

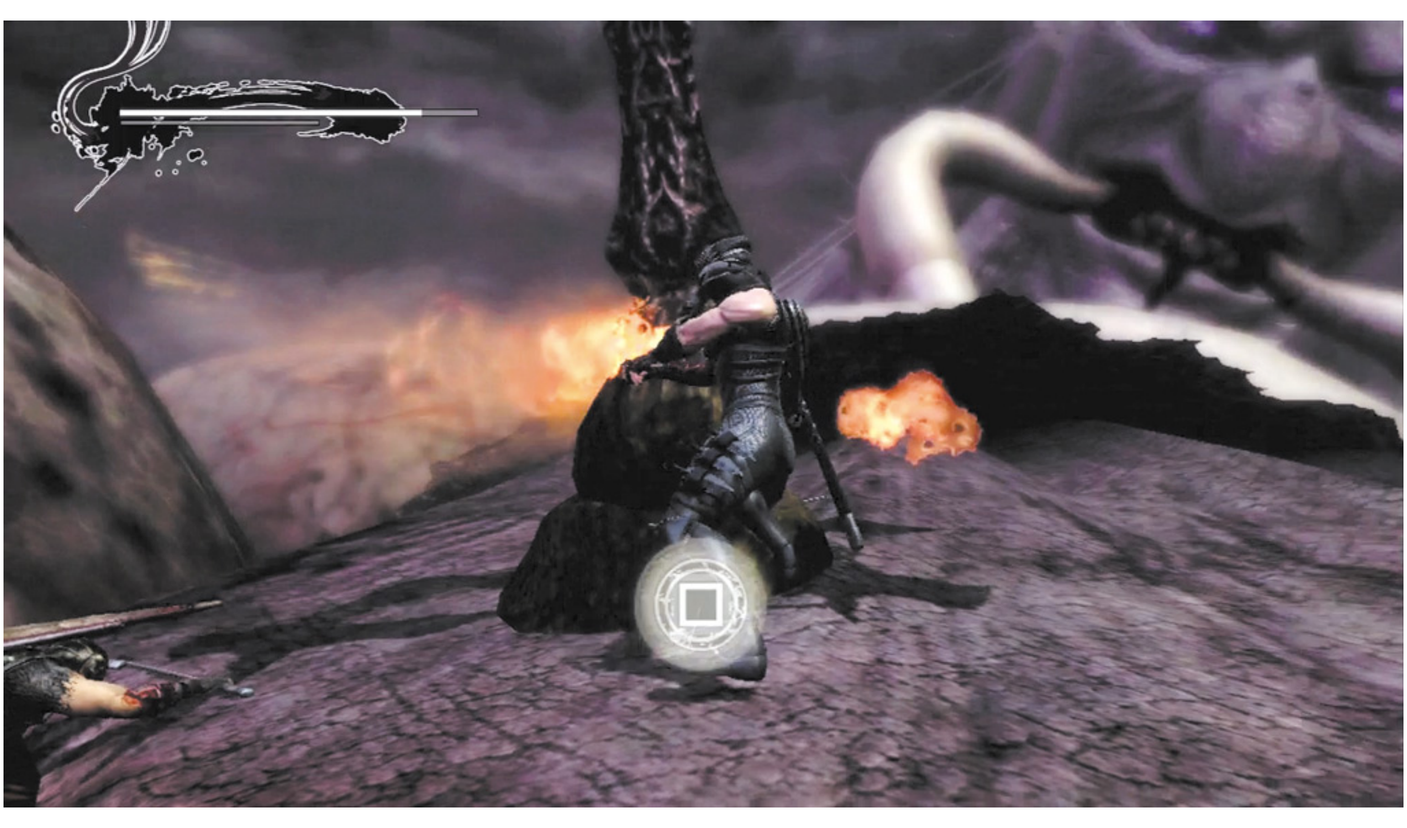
Take out the Archers that spawn, then attack the next core. Keep Obaba's head in sight to avoid her projectile attack.

When you see it coming, slide out the way (it is also possible to attack the projectile, but the timing can be tricky), then continue attacking the core.

If the Archers are resurrected, keep the core in sight and attack the enemies until the core glows red again, and then go back to attacking the core.



Slide toward the tentacles ...



... and then rapidly tap Strong Attack to finish them off.

When a force field appears in the area around the core, watch out for more tentacles. Slide toward them to avoid an attack, then use Quick Attack combos until prompted to rapidly tap Strong Attack (Ⓨ or ▲).

Take out all of the tentacles, then continue to attack the core. If the Archers resurrect again, defeat them and continue to focus on the core.

Rapidly tap Strong Attack (Ⓨ or ▲) when prompted to take out the core, then press Jump (Ⓐ or ✕), rapidly tap Strong Attack (Ⓨ or ▲), and press Shuriken (Ⓑ or ✿) when prompted to finish the battle and save Momiji.

NORMAL DIFFICULTY

This battle doesn't change much between difficulty settings. On Normal, you can ignore the Spider Ninjas, Archers and Spider Aya Ninjas and just focus on the core when it glows red.

Even if the other enemies attack Hayabusa, the damage inflicted is negligible. The cores are destroyed relatively quickly on this difficulty setting, so there isn't much to worry about from the other enemies.

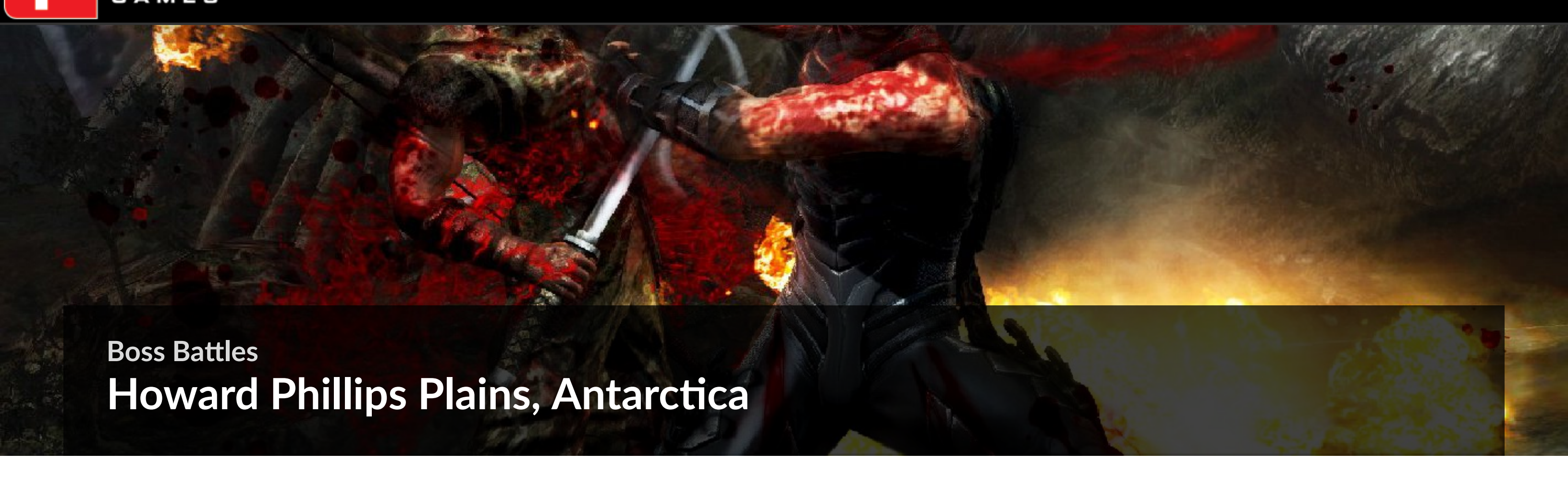
MASTER NINJA AND ULTIMATE NINJA DIFFICULTY

On Master Ninja and Ultimate Ninja, it's important to keep a close eye on the enemies that surround the cores.

The Spider Ninjas, Archers, and Spider Aya Ninjas inflict considerable damage to Hayabusa and can end this battle before it begins if you're not careful.

Focus on the cores when they glow red, but keep the other enemies in view and attack them if they close in on Hayabusa.

During the latter half of the battle, watch out for Obaba's Projectile Attack and take out any tentacles that are within Hayabusa's attack range.



Boss Battles

Howard Phillips Plains, Antarctica

Boss Battle
Epigonos

Close Range Abilities: A variety of combo attacks

Long Range Abilities: None

Strategy: Epigonos has a wide variety of attack combos, somewhat similar to Hayabusa's attacks. However, the first battle against him is relatively easy.

Wait for Epigonos to get close and block his first combo (usually three or five hits). Slide to evade the third attack, then counterattack immediately with an Izuna Drop.

It is also possible to use a continuous series of Strong Attack combos instead of the Izuna Drop. If the twin uses Wind Run into Flying Swallow repeatedly, block the attack, then counter with a barrage of Strong Attacks.

When the twin kneels down, walk toward him and press any attack button, then rapidly tap Strong Attack (Ⓨ or ▲) when prompted. After a brief cinematic, continue the battle with Epigonos in final form.

CAUTION

There is an invisible wall blocking the staircases on either side of the room. Be careful not to get cornered in these areas.

MASTER NINJA AND ULTIMATE NINJA DIFFICULTY

It is imperative that Hayabusa does not get hit by Epigonos on the Master Ninja and Ultimate Ninja difficulties. One Izuna Drop from the twin can kill Hayabusa under the right circumstances.

While this version of the twin is not as aggressive as the final form variant, he can still dish out significant amounts of damage. Stay cautious and only attack after evading one of his combos.

NORMAL DIFFICULTY

On Normal difficulty, Hayabusa can rush down Epigonos with Quick and Strong Attack combos. If the twin blocks these attacks, switch back to the Hard difficulty strategy and wait for an opening to attack, then go back to an aggressive barrage of combos.

Boss Battle
Epigonos (Final form)

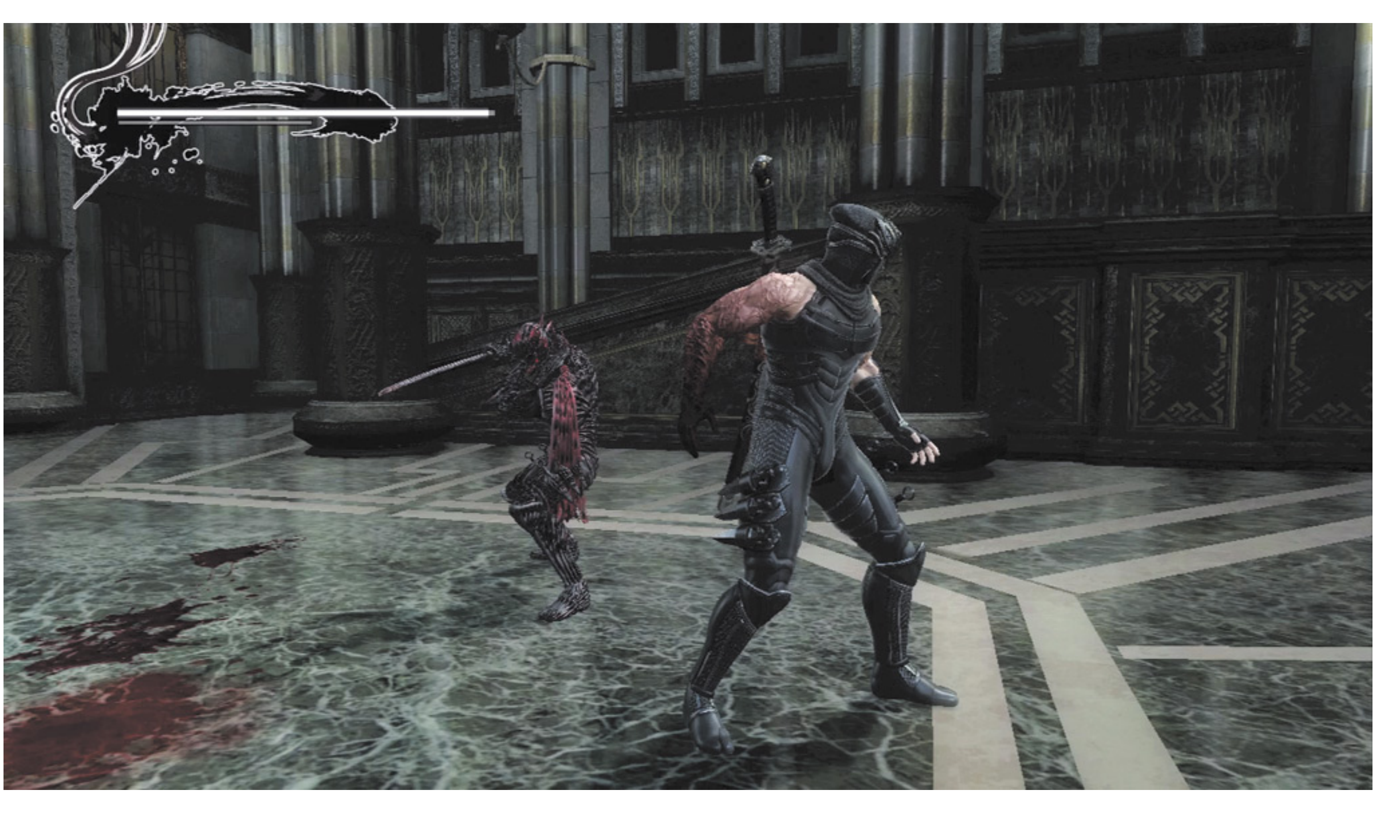
Close Range Abilities: Shadow Dodge, Dragon Sword Combos, Dragon's Claw Combos, Eclipse Scythe Combos, Scythe Toss (with Eclipse Scythe equipped)

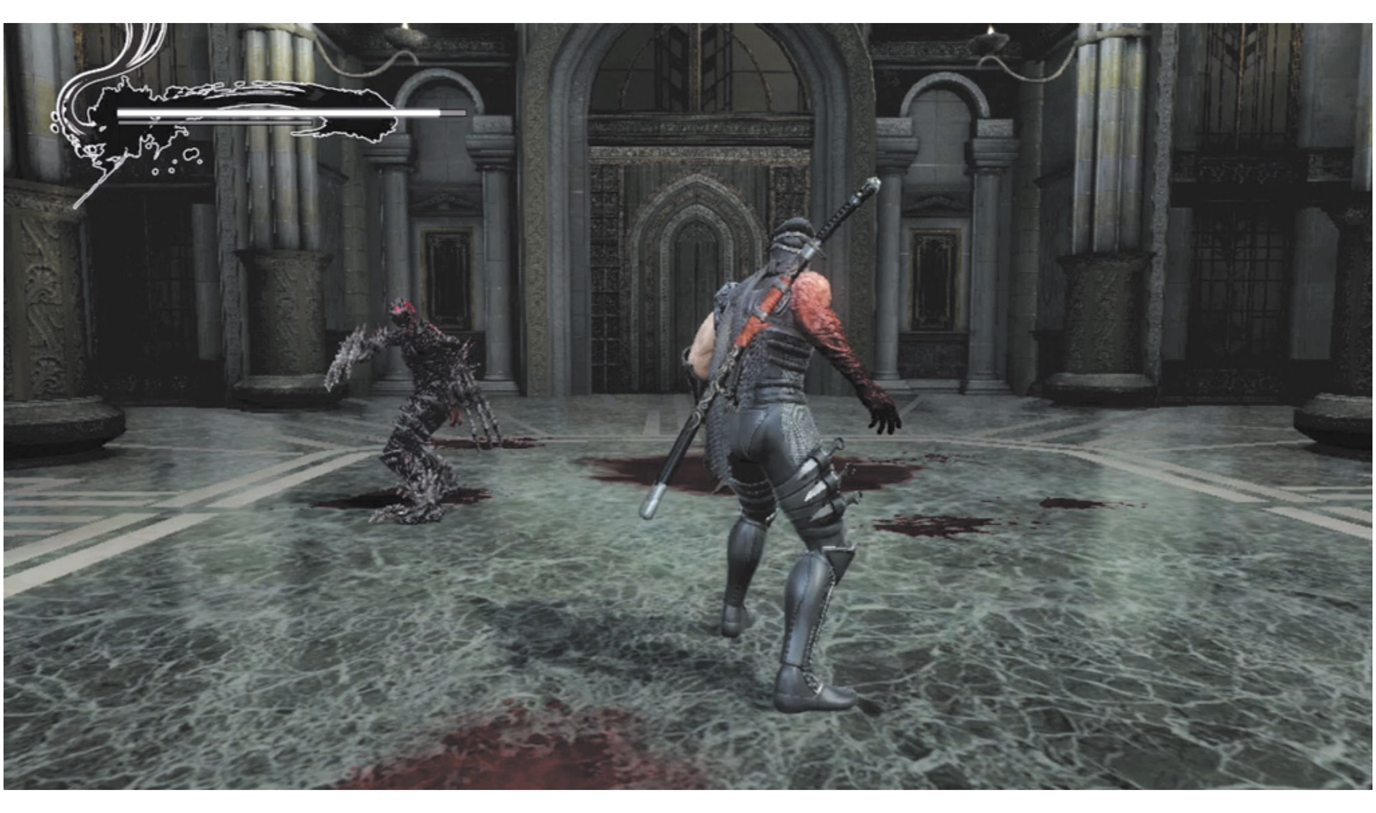
Long Range Abilities: Slide, Dark Void Ninpo, Flying Swallow (with Dragon Sword equipped), Unblockable Grab (with Eclipse Scythe equipped), Charge Wave (with Eclipse Scythe equipped)

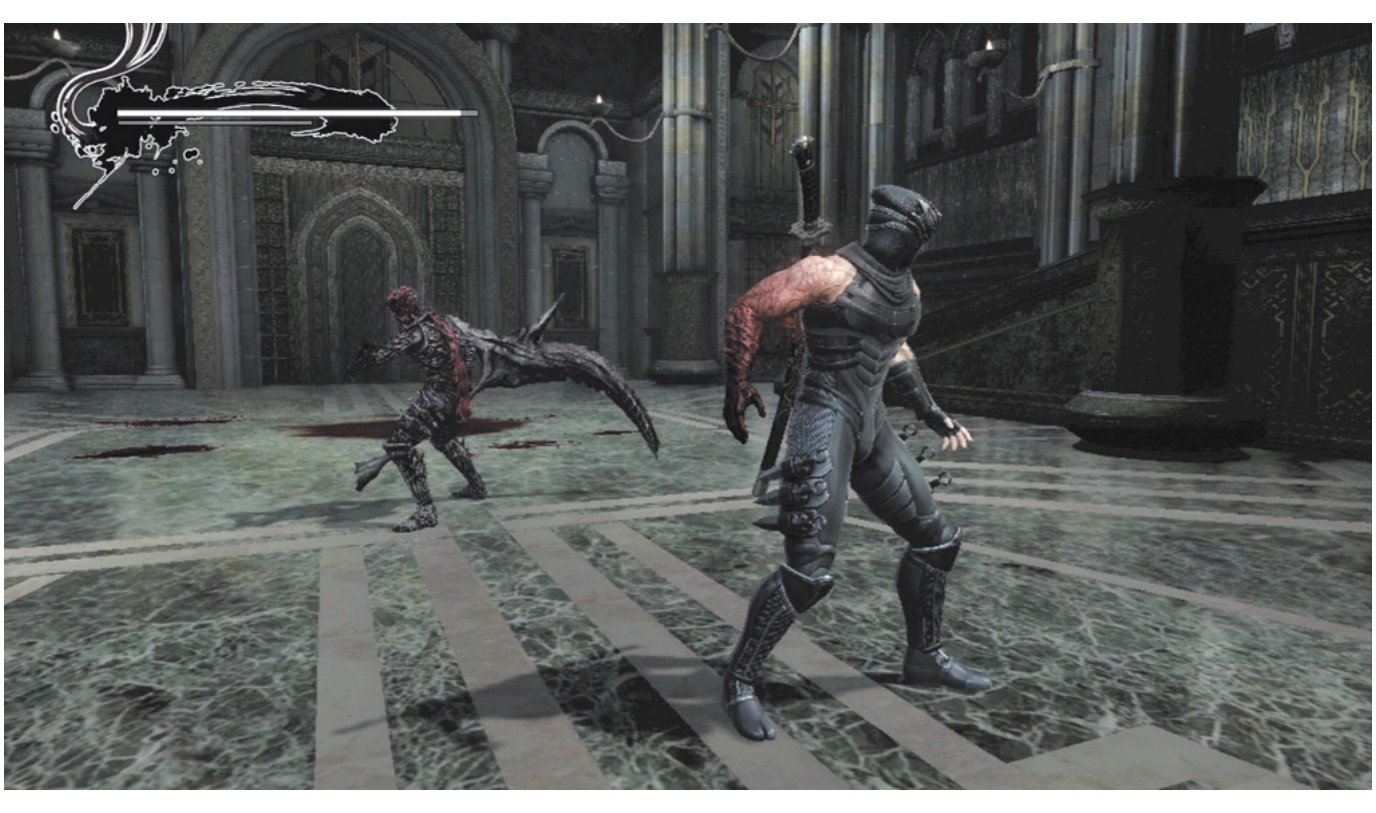
Strategy: The final form of Epigonos is more aggressive than the previous variation, and has several of the weapons Hayabusa used in *Ninja Gaiden Sigma 2* .

He starts with the Eclipse Scythe and changes to the Dragon Sword and Dragon's Claw throughout the battle.He has the same combos Hayabusa had with these weapons.

Be careful when he uses the Scythe because it has deceptive range, an Unblockable Grab attack and the ability to hit Hayabusa from a good distance with the Charge Wave attack (when the twin charges up an attack, then unleashes a near-invisible projectile wave).







Epigonos also uses the unblockable slide when the Dragon's Claw is equipped. However, the slide does not inflict much damage. Stay away from Epigonos until he changes to the Dragon Sword or Dragon's Claw.

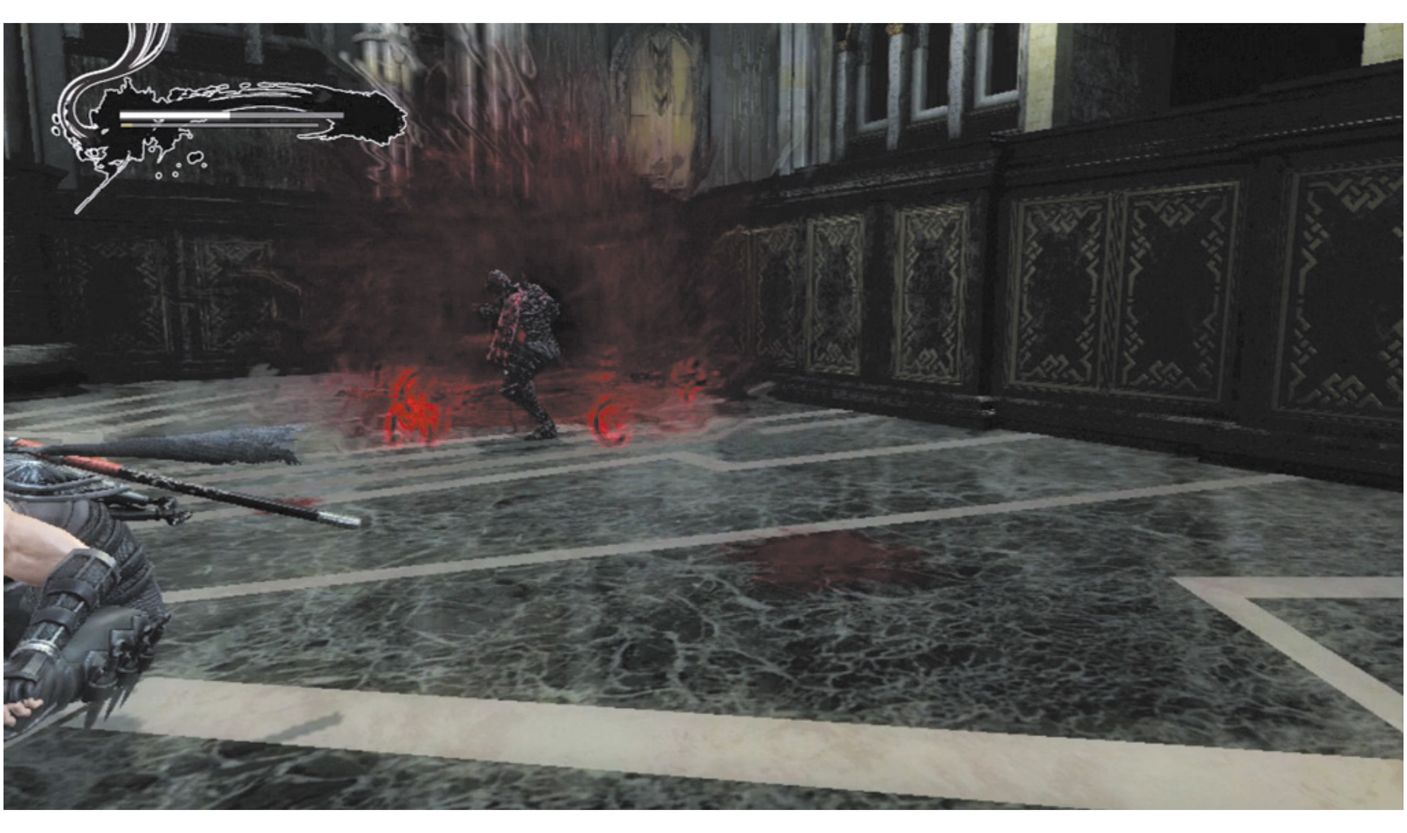
If he has the Eclipse Scythe equipped and enters a charging stance that resembles Hayabusa's Ultimate Technique, stay as far away from him as possible to avoid the incoming Charge Wave attack.

Remain blocking while Epigonos uses a combo. Most combos have a Strong Attack that breaks Hayabusa's guard and leaves him open to attack.

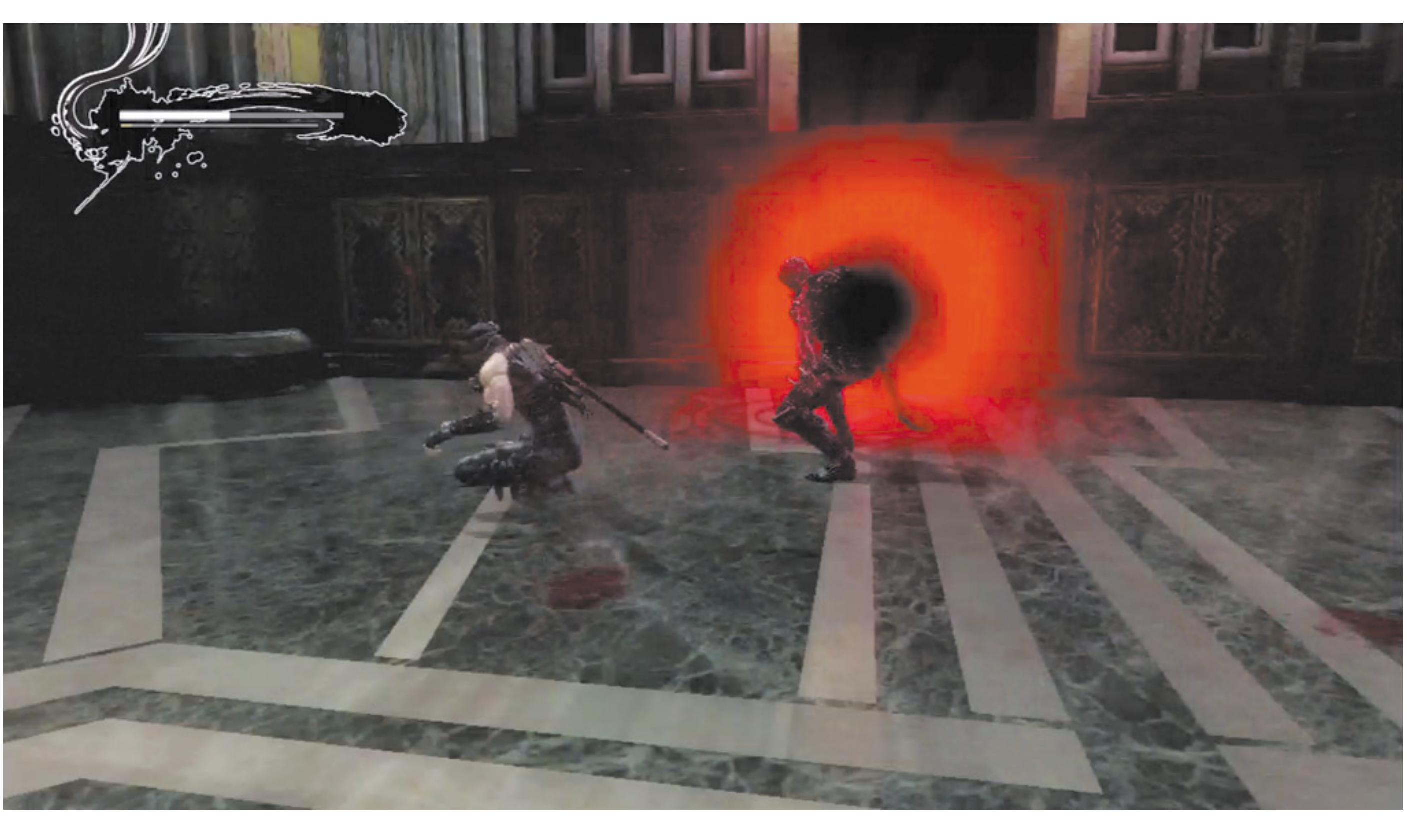
Slide to avoid this attack, which is the third and fifth attacks with the Dragon Sword, the third attack with the Dragon's Claw, and the second attack with the Eclipse Scythe.

When the combo concludes (usually three or five attacks), follow the same strategy as before and use the Izuna Drop or a continuous barrage of Strong Attack combos.

When Hayabusa builds up to an Ultimate Technique, rapidly press Strong Attack (Ⓨ or ▲) as prompted, then back away and use the Ultimate Technique as quickly as possible.



When Epigonos charges up his Ninpo ...



... stay close and slide to either side or behind him to avoid it.

Continue this same strategy until Epigonos begins to charge up the Dark Void Ninpo. Stay as close as possible to Epigonos, sliding to stay behind him or to either side.

This is the best way to avoid the Ninpo. If Hayabusa is close enough when the twin begins the Ninpo charge, interrupt the attack with an Izuna Drop.

Eventually Hayabusa's arm begins to hurt. Walk toward Epigonos and attack him to trigger a short TBP event. Press Strong Attack (Ⓨ or ▲) and Shuriken (Ⓑ or ⁘) when prompted to finish the battle.

NORMAL DIFFICULTY

This is very similar to the previous fight against Epigonos. Even when the twin is using the Eclipse Scythe or Dragon's Claw, feel free to be aggressive and rush him down with Quick and Strong Attack combos.

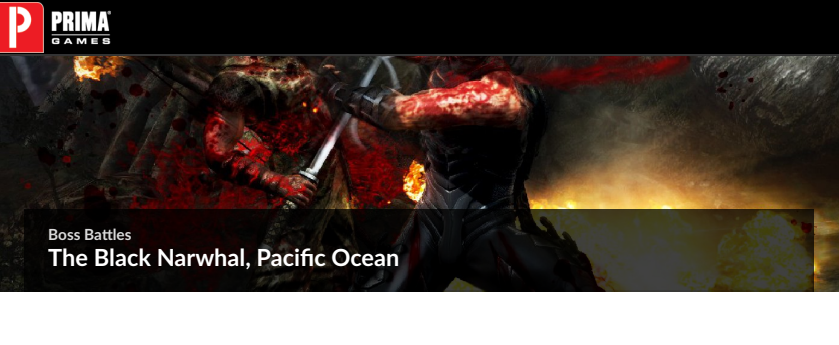
He does not inflict big damage, even with his scythe grabs. However, if he begins charging up his scythe, stay clear of him to avoid the Charge Wave attack. It's not as damaging as it is on other difficulty settings, but a few of them can still kill Hayabusa.

MASTER NINJA AND ULTIMATE NINJA DIFFICULTY

The Master Ninja and Ultimate Ninja strategy closely resembles the Hard strategy. Do not attack the final form unless he is using the Dragon Sword.

Even when he has the correct weapon equipped, do not attack until after he performs a combo.

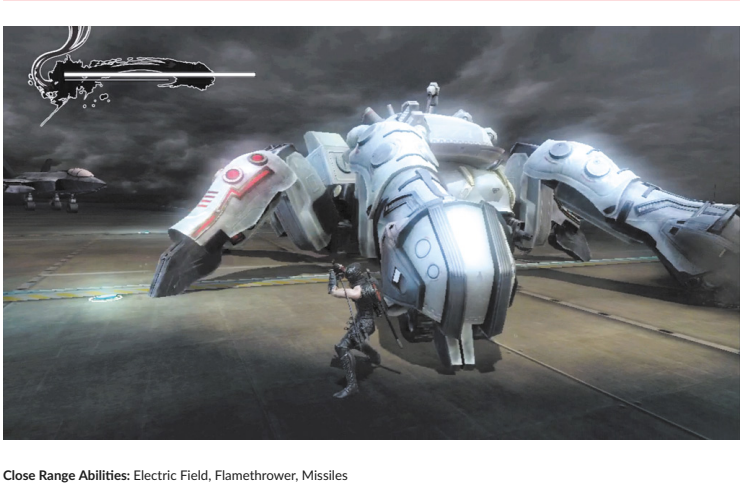
If you get too aggressive, this battle will be over quickly because the final form of Epigonos can dish out severe amounts of damage with a few well-placed attacks.



Boss Battles

The Black Narwhal, Pacific Ocean

Boss Battle
WHITE Steel Spider (x2)



Close Range Abilities: Electric Field, Flamethrower, Missiles

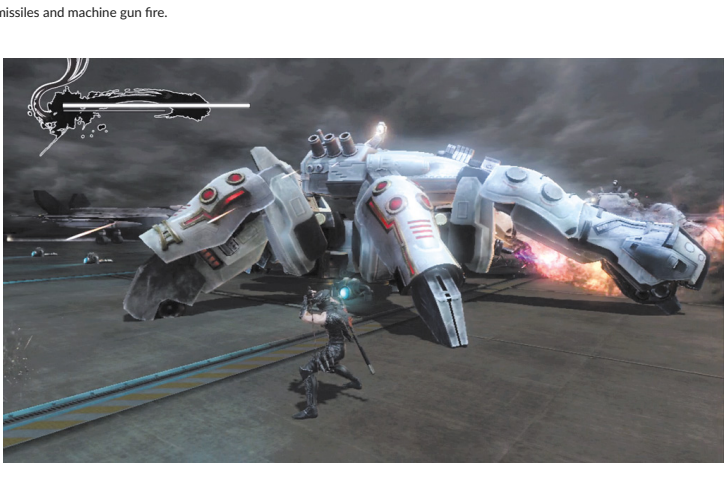
Long Range Abilities: Missiles

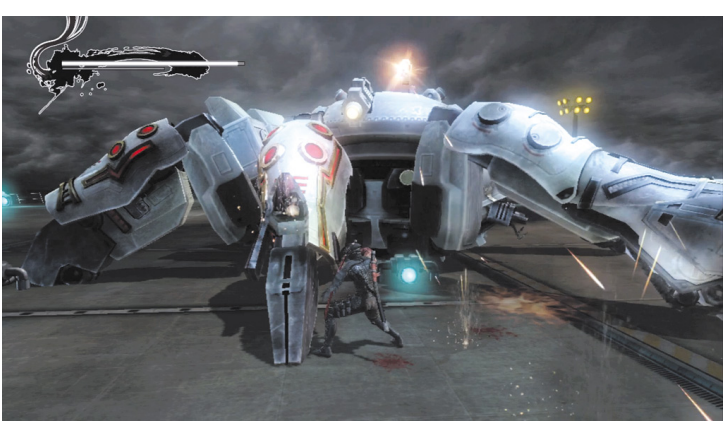
Strategy: Two Steel Spiders attack as soon as Hayabusa lands. Quickly slide to escape their initial attack.

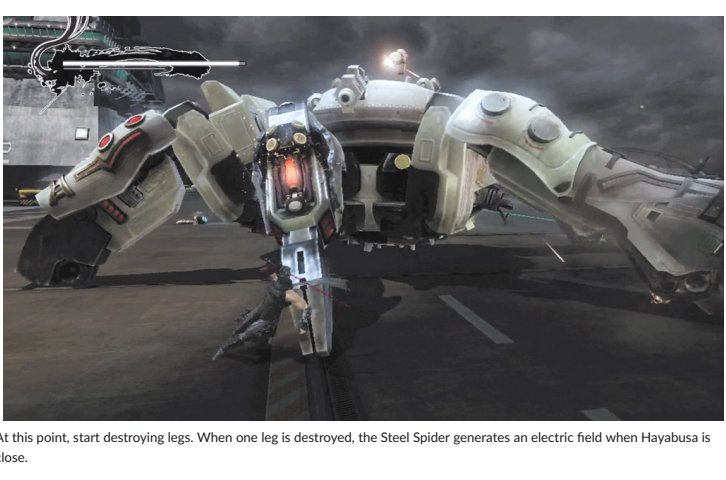
The goal here is to focus on one Steel Spider at a time. Turn the first Steel Spider around so that its vulnerable legs (all of the legs except the front two) are facing away from the other Steel Spider.

Each leg has three layers of shielding. Cut down each leg until only the final layer of shielding remains.

This means that each leg is only a few slashes shy of being destroyed. Slide from leg to leg between each attack to avoid missiles and machine gun fire.







At this point, start destroying legs. When one leg is destroyed, the Steel Spider generates an electric field when Hayabusa is close.

However, with only one attack needed to destroy each leg, it is now possible to take out all of them in succession before the Steel Spider can generate the electrical field. When all of the Steel Spider's vulnerable legs are destroyed, the back panel opens.

Quickly move up the ramp and destroy the glowing orange section to finish off the Steel Spider. With one Steel Spider down, use the same strategy on the next one.

NORMAL DIFFICULTY

The Normal version of this battle is almost as challenging as the Hard version primarily because the legs are so easy to damage, it can be difficult to leave them only a few attacks shy of being destroyed.

If Hayabusa tries to cut off one of the legs before the others are properly damaged, stop attacking. Even if the on-screen prompt appears to destroy the leg, if you do not follow the prompt the leg will not be destroyed.

It is not as important to turn the Steel Spider around because the missiles from the other tank do not inflict significant damage. However, if Hayabusa gets low on health, go back to the original Hard strategy.

MASTER NINJA AND ULTIMATE NINJA DIFFICULTY

There isn't much variation between the Hard, Master Ninja, and Ultimate Ninja difficulty settings for this boss battle.

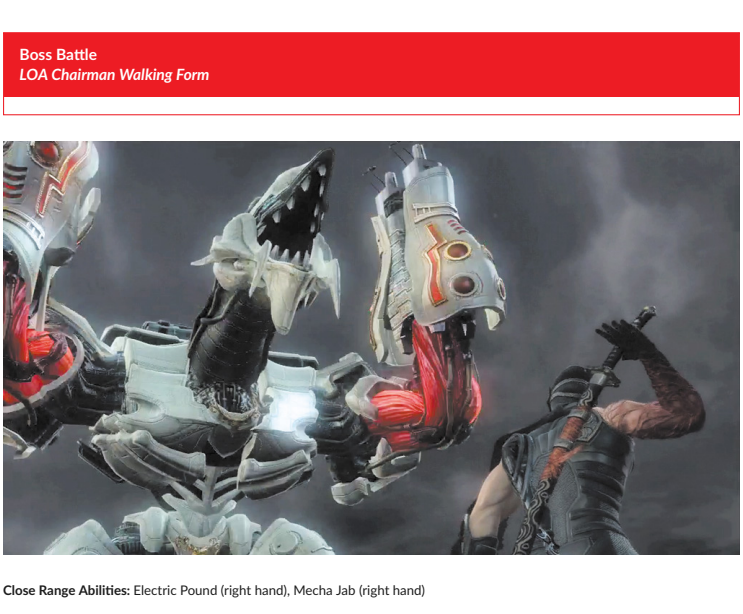
On all three it's important to turn the first Steel Spider so Hayabusa is somewhat shielded from the other tank.

It's also important to keep a close eye on the rocket launcher mounted at the top of each Steel Spider to avoid the missiles when it illuminates.

The legs are a little harder to destroy on the higher difficulty settings, but that just makes the battle last a little longer.

The strategy involved doesn't change much. Once all of the legs are destroyed, be very cautious of the electric field the Steel Spiders generate. It's not uncommon to die at this point if you're not careful.

Boss Battle
LOA Chairman Walking Form

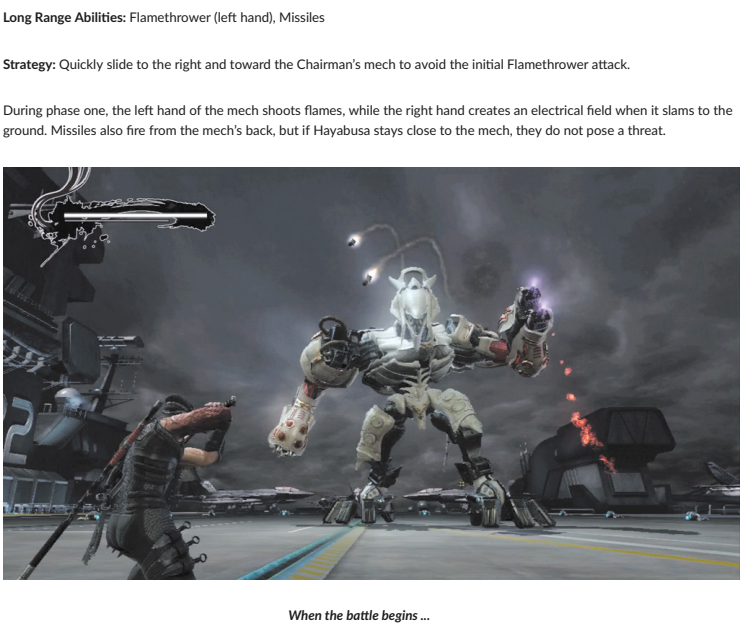


Close Range Abilities: Electric Pound (right hand), Mecha Jab (right hand)

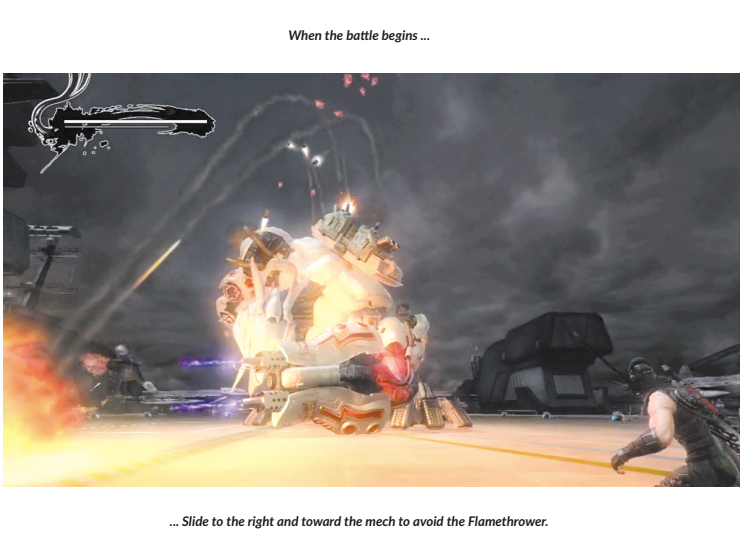
Long Range Abilities: Flamethrower (left hand), Missiles

Strategy: Quickly slide to the right and toward the Chairman's mech to avoid the initial Flamethrower attack.

During phase one, the left hand of the mech shoots flames, while the right hand creates an electrical field when it slams to the ground. Missiles also fire from the mech's back, but if Hayabusa stays close to the mech, they do not pose a threat.

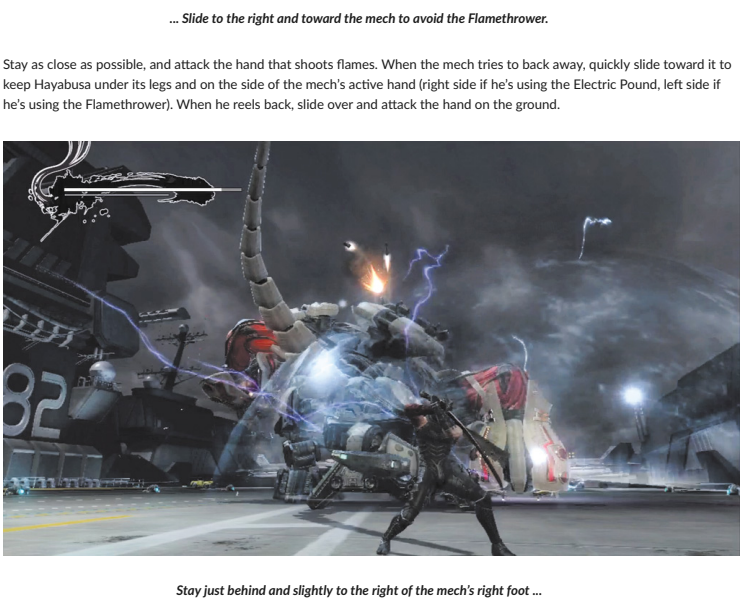


When the battle begins ...

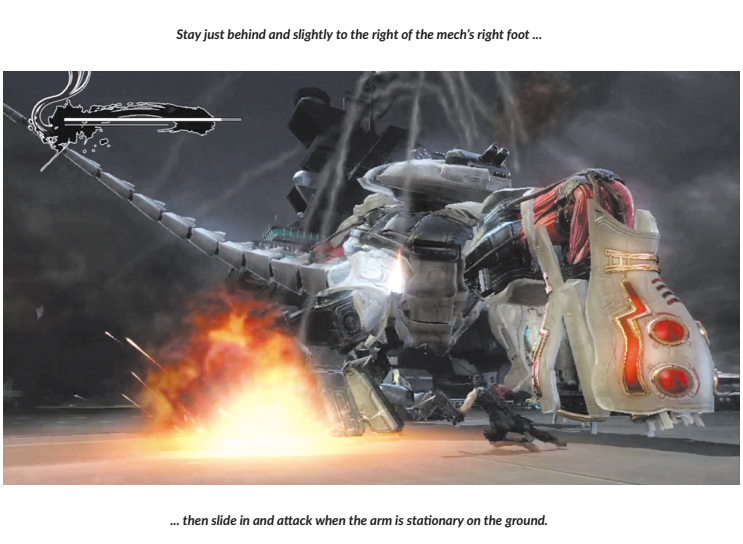


... Slide to the right and toward the mech to avoid the Flamethrower.

Stay as close as possible, and attack the hand that shoots flames. When the mech tries to back away, quickly slide toward it to keep Hayabusa under its legs and on the side of the mech's active hand (right side if he's using the Electric Pound, left side if he's using the Flamethrower). When he reels back, slide over and attack the hand on the ground.



Stay just behind and slightly to the right of the mech's right foot ...

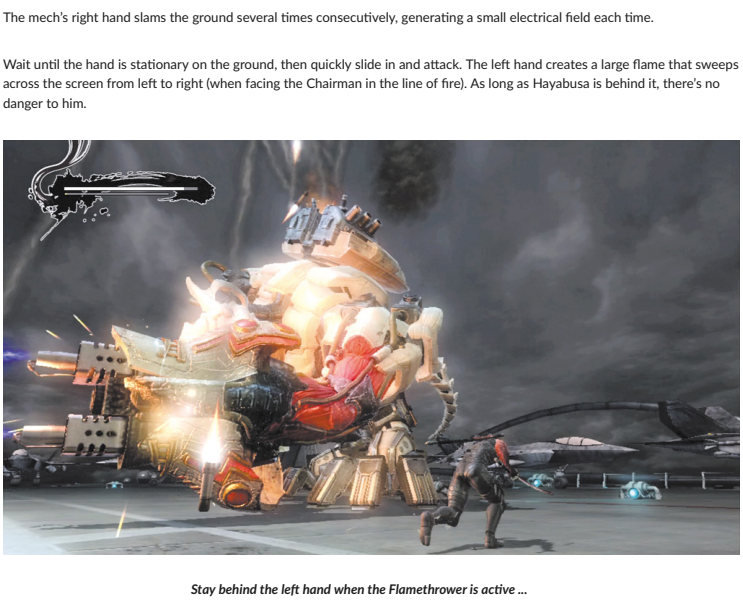


... then slide in and attack when the arm is stationary on the ground.

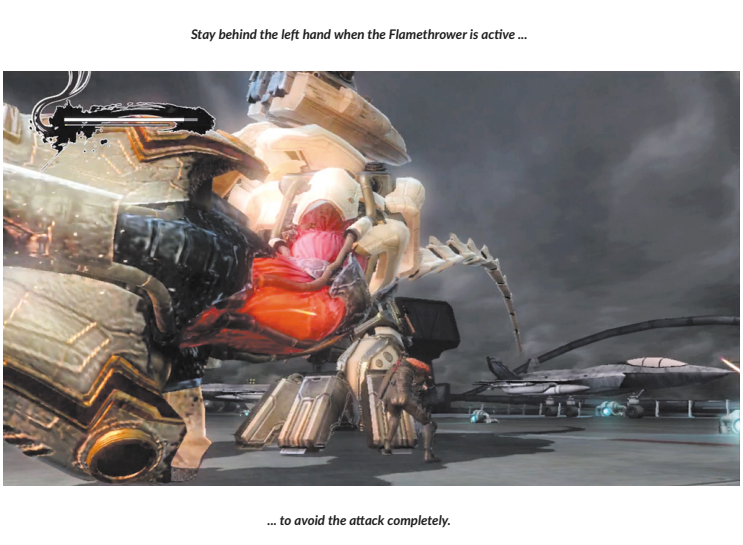
When the right hand is pounding the ground, generating electrical fields, stay just behind and slightly to the right of the mech's right foot. This puts Hayabusa outside of the Electric Pound attack range, but close enough to reach the hand in one or two slides.

The mech's right hand slams the ground several times consecutively, generating a small electrical field each time.

Wait until the hand is stationary on the ground, then quickly slide in and attack. The left hand creates a large flame that sweeps across the screen from left to right (when facing the Chairman in the line of fire). As long as Hayabusa is behind it, there's no danger to him.



Stay behind the left hand when the Flamethrower is active ...



... to avoid the attack completely.

Attack both arms until prompted to finish them off by pressing Strong Attack (Y or △) rapidly. The mech stumbles back, then opens its mouth.

Hold Block (LT or L1) and press Up on the Left Analog Stick when prompted. At this point, the mech transforms into phase two.

NORMAL DIFFICULTY

The only significant difference between the Normal strategy and the Hard strategy for this boss battle is that the mech goes down a little faster because Hayabusa inflicts more damage on the Normal setting.

It's still important to avoid the mech's attacks, especially the Flamethrower and Electric Pound. However, when attacking the right hand, it may only pound the ground once or twice before remaining stationary.

MASTER NINJA AND ULTIMATE NINJA DIFFICULTY

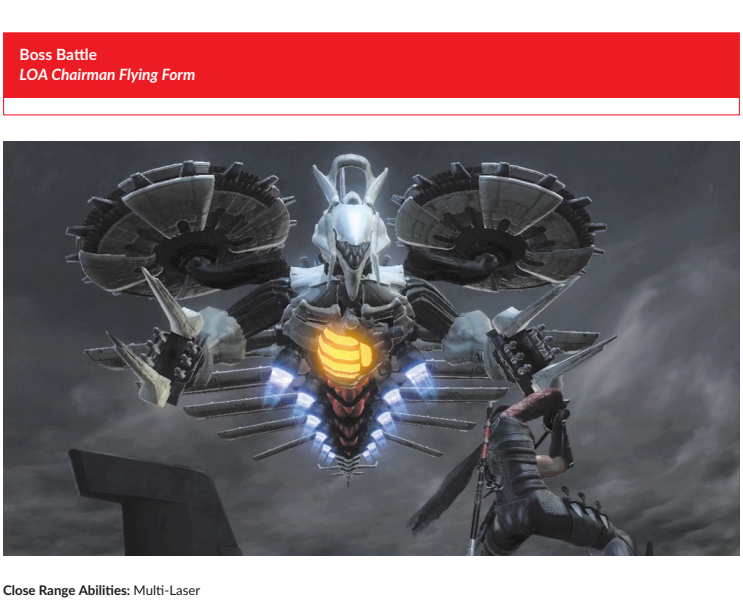
You must make a couple of slight changes when the difficulty is increased to Master Ninja or Ultimate Ninja. On Normal and Hard, the Flamer Thrower attack almost always moves from left to right (when facing the front of the boss).

However, on Master Ninja and Ultimate Ninja difficulties it's not uncommon to see the attack move from right to left instead.

It still follows the traditional course more often than not, but watch the mech's left hand, and be prepared to slide in the opposite direction if need be.

In addition, the mech is not vulnerable for as long when it reels back. Move quickly to inflict as much damage as possible before it recovers.

Boss Battle
LOA Chairman Flying Form



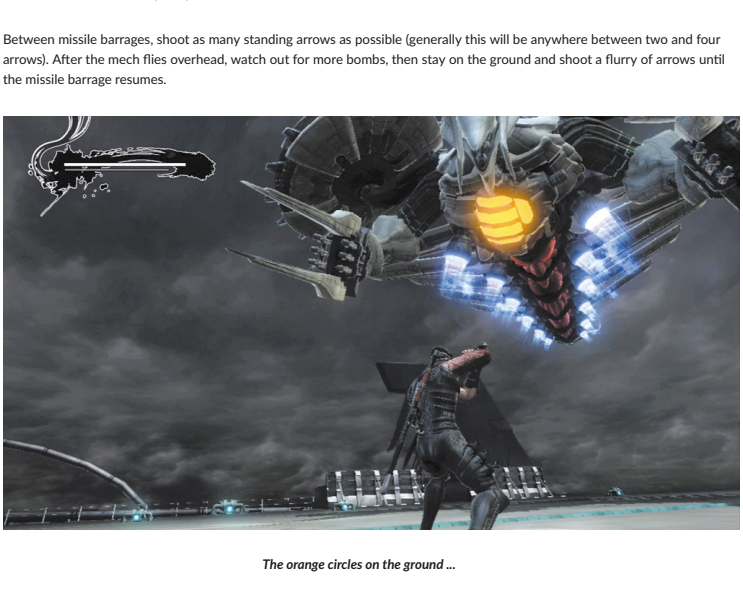
Close Range Abilities: Multi-Laser

Long Range Abilities: Missiles, Bombs, Multi-Laser

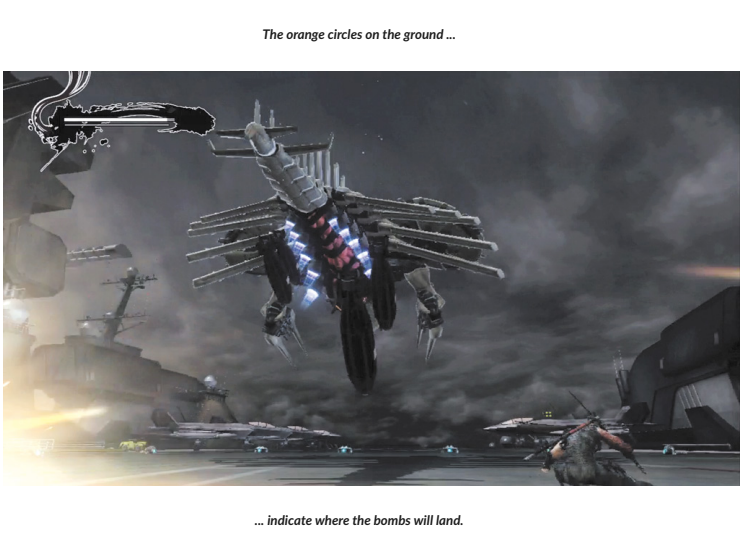
Strategy: Phase two is essentially a vehicle mode. The mech starts by lifting into the air and dropping bombs near Hayabusa. Orange circles on the ground indicate where the bombs will fall.

Avoid these circles to ensure that Hayabusa does not get hit. As the mech flies back and forth across the screen, it launches missiles at Hayabusa. Treat this like the helicopter battles from previous levels. Wait until the missiles get close to Hayabusa, then slide back and forth quickly to avoid them.

Between missile barrages, shoot as many standing arrows as possible (generally this will be anywhere between two and four arrows). After the mech flies overhead, watch out for more bombs, then stay on the ground and shoot a flurry of arrows until the missile barrage resumes.



The orange circles on the ground ...



... indicate where the bombs will land.

Occasionally, the mech stops and opens its mouth. If Hayabusa happens to be directly below the mech when this happens, remain stationary. If not, watch the mech's mouth for the trajectory of the blue lasers.

Do not slide to avoid the laser. There isn't enough room between lasers to slide. Instead, walk right or left to make sure Hayabusa is between the lasers. With every blast, the lasers move slightly.

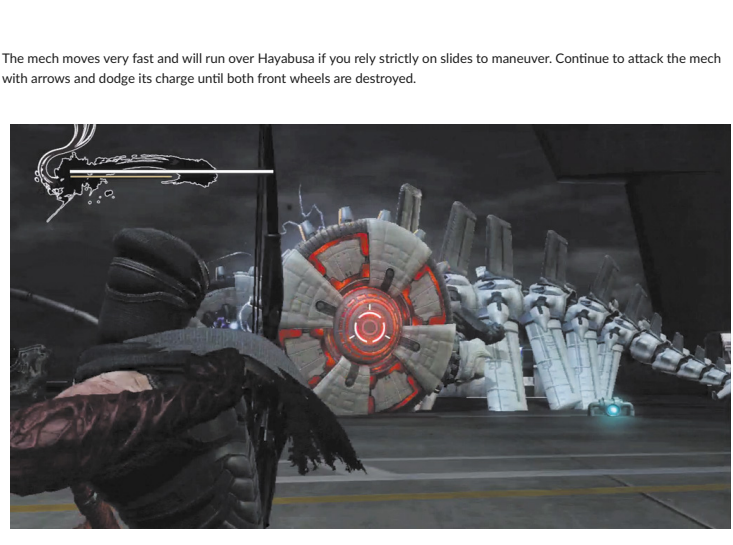
Hayabusa must walk slightly to the right or left (walk the same direction each time) between each spread of lasers.

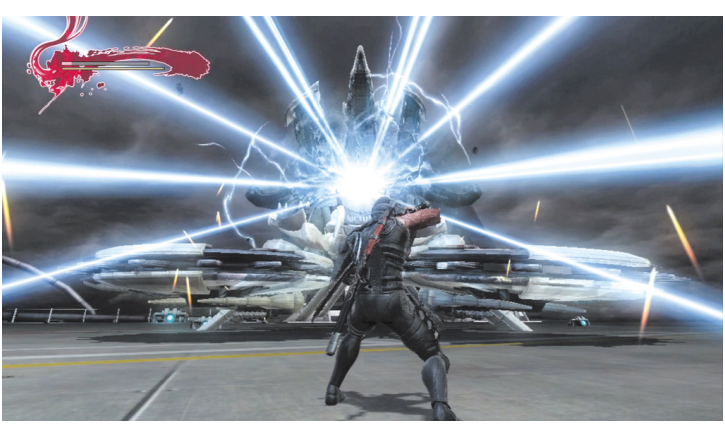
When enough damage is inflicted, the mech crashes back to the ground and shifts into a tank-like vehicle.

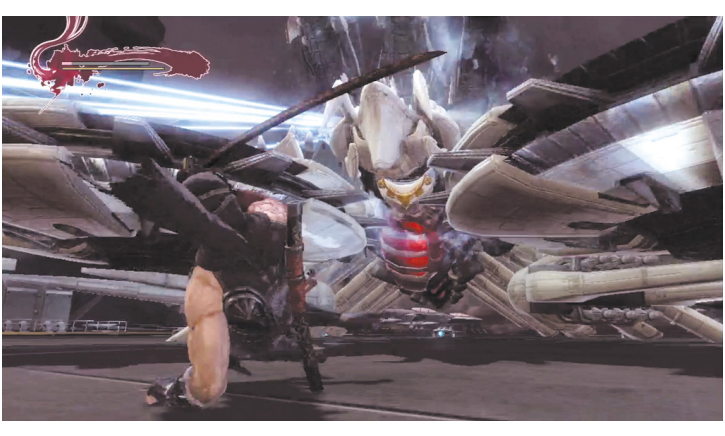
Stay in the middle of the area and shoot grounded arrows at the mech until it aligns with Hayabusa (this happens just before it starts moving).

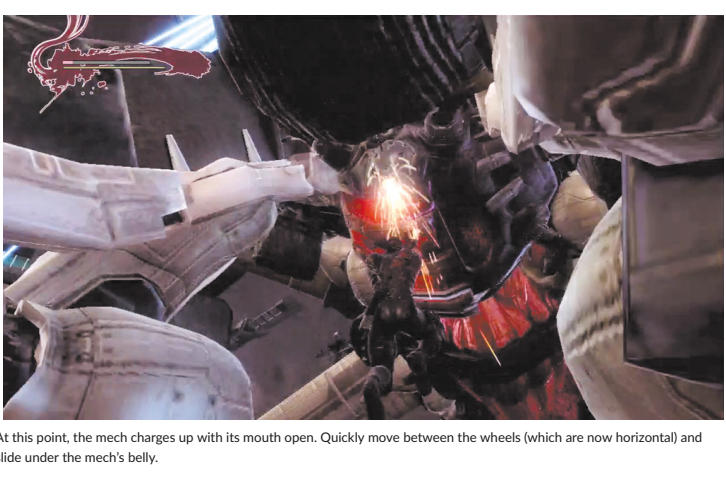
Walk to the right or left, then as soon as it starts moving, slide the same direction Hayabusa was walking to evade the mech.

The mech moves very fast and will run over Hayabusa if you rely strictly on slides to maneuver. Continue to attack the mech with arrows and dodge its charge until both front wheels are destroyed.









At this point, the mech charges up with its mouth open. Quickly move between the wheels (which are now horizontal) and slide under the mech's belly.

Rapidly tap Strong Attack (Y or △) when prompted to finish off the Chairman's mech. If you do not get under the mech in time, stay away from it while the lasers are active. Wait for it to charge again, then slide under it.

Destroy the mech, then walk toward the Chairman until Hayabusa is close enough to attack and kill him.

NORMAL DIFFICULTY

The only real difference when this battle is fought on the Normal difficulty setting is that the mech goes down a little faster.

It's still important to evade as many attack as possible because while they do not inflict as much damage as on the harder difficulties, they still pack a punch.

MASTER NINJA AND ULTIMATE NINJA DIFFICULTY

The best strategy for Master Ninja and Ultimate Ninja is to make every opportunity count. The longer this battle goes on, the more likely it is that Hayabusa will die.

Almost every attack from the mech is extremely damaging and can kill Hayabusa early on in the battle. As the mech shifts into vehicle form, be prepared to dodge the coming charge.

If Hayabusa is run over, he suffers significant damage and could easily be killed if he has taken damage earlier in the fight. Unless Hayabusa is low on health, he can take a few shots from the laser, but try to line up properly after only one shot.

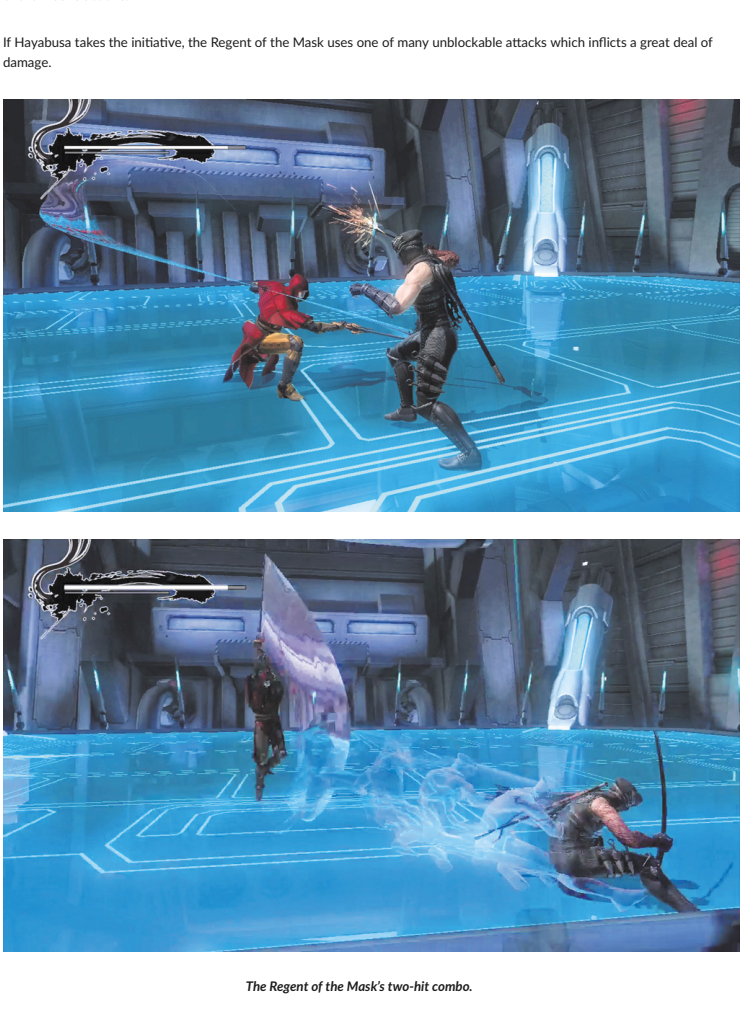
Boss Battle
Regent of the Mask

Close Range Abilities: Two-Hit Combo, Three-Hit Combos, Five-Hit Combos, Six-Hit Combos, Unblockable Three-Grab Combo

Long Range Abilities: Two-Hit Charge Technique, Unblockable Jumping Grab, Projectile Attack

Strategy: This is the third time Hayabusa battles against the Regent of the Mask. The key to this battle is to react to the Regent of the Mask's actions.

If Hayabusa takes the initiative, the Regent of the Mask uses one of many unblockable attacks which inflicts a great deal of damage.

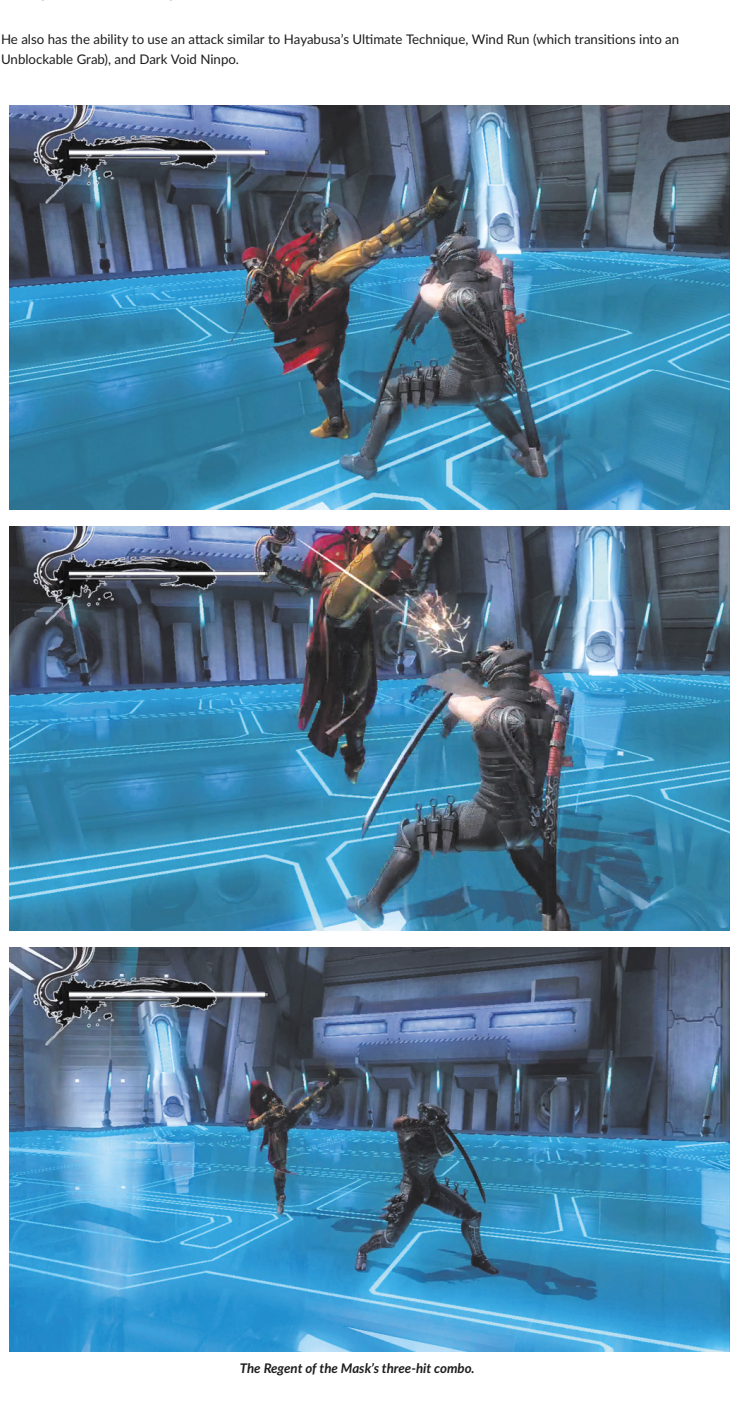


The Regent of the Mask's two-hit combo.

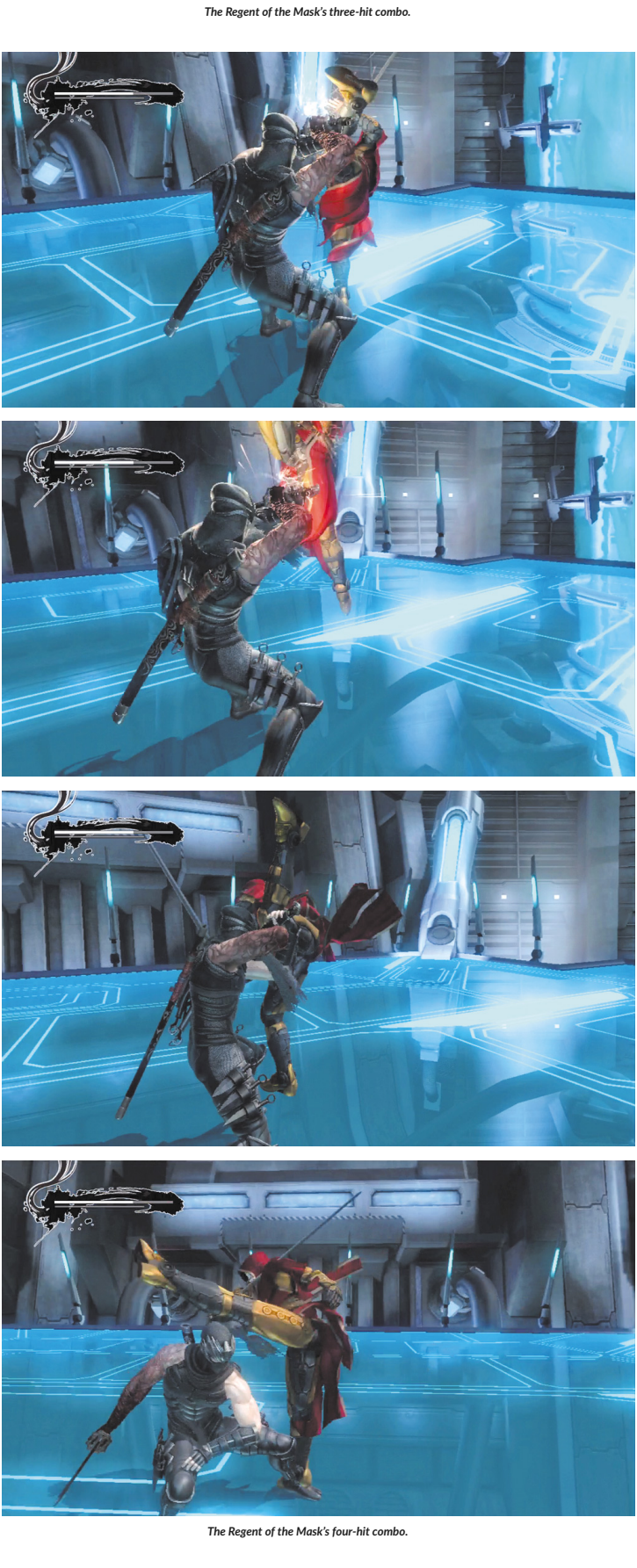
To properly react to the Regent of the Mask's attacks, it is important to be able to recognize each attack combo.

The Regent of the Mask uses sword and kick combos that range from two hits to six hits, as well as an Unblockable Grab technique that can execute up to three times in a row.

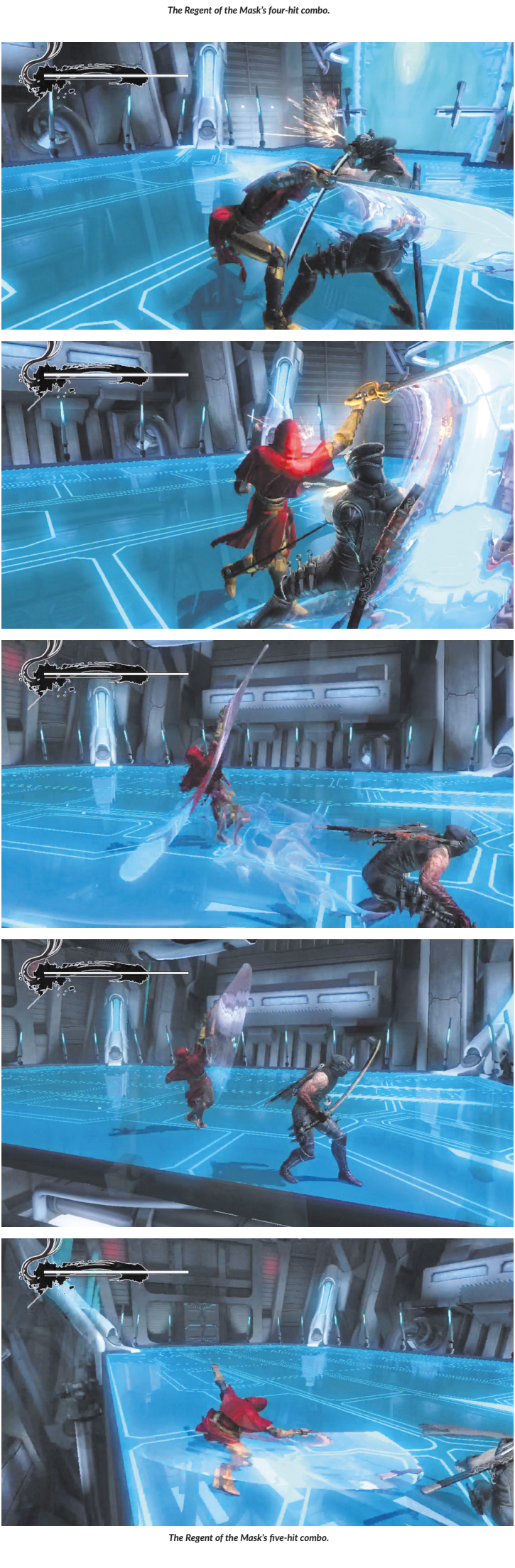
He also has the ability to use an attack similar to Hayabusa's Ultimate Technique, Wind Run (which transitions into an Unblockable Grab), and Dark Void Ninpo.



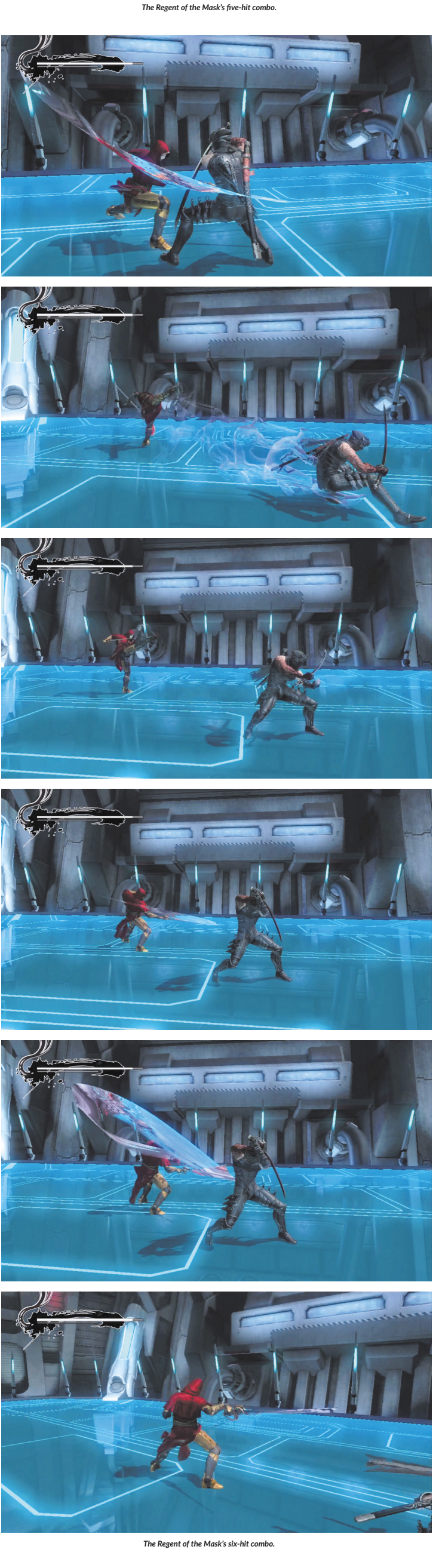
The Regent of the Mask's three-hit combo.



The Regent of the Mask's four-hit combo.



The Regent of the Mask's five-hit combo.



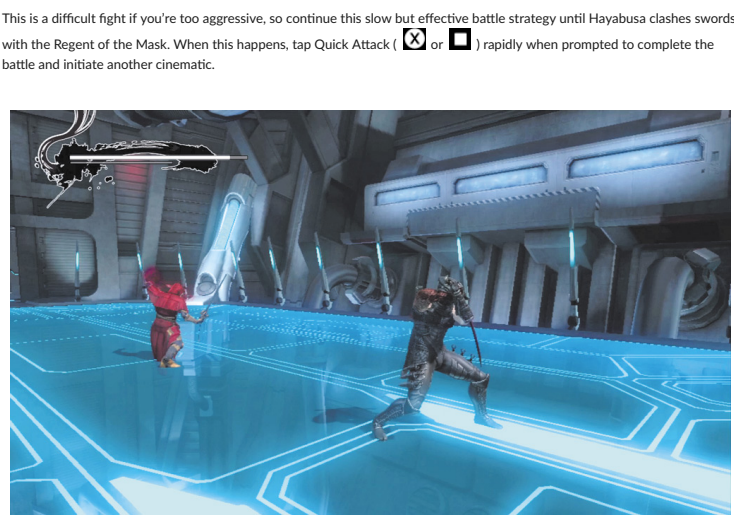
The Regent of the Mask's six-hit combo.

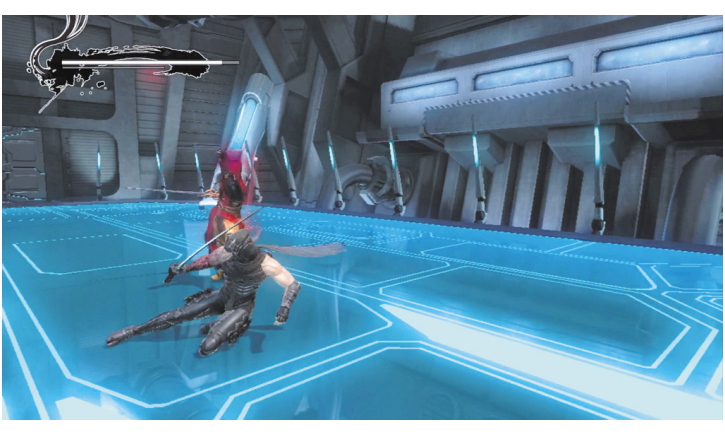
Remain stationary and block until the Regent of the Mask gets close to Hayabusa. Use the slide to evade his first attack, then wait to see which combo he's using.

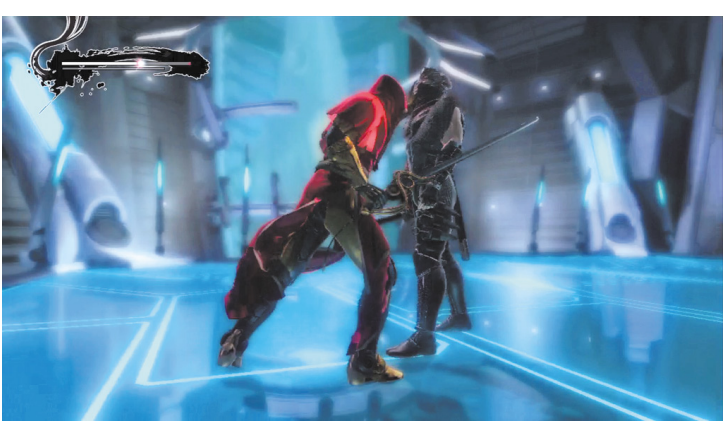
At the completion of each combo, use a Wind Run into Flying Swallow, Strong Attack combo or Quick Attack combo (depending on how close Hayabusa is to the Regent of the Mask).

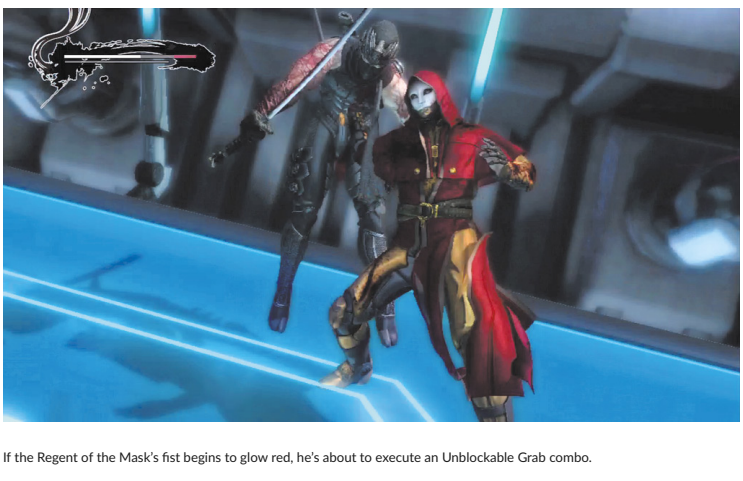
Do not stay close to the Regent of the Mask after Hayabusa's combo or he will use one of his unblockable attacks.

This is a difficult fight if you're too aggressive, so continue this slow but effective battle strategy until Hayabusa clashes swords with the Regent of the Mask. When this happens, tap Quick Attack (X or □) rapidly when prompted to complete the battle and initiate another cinematic.







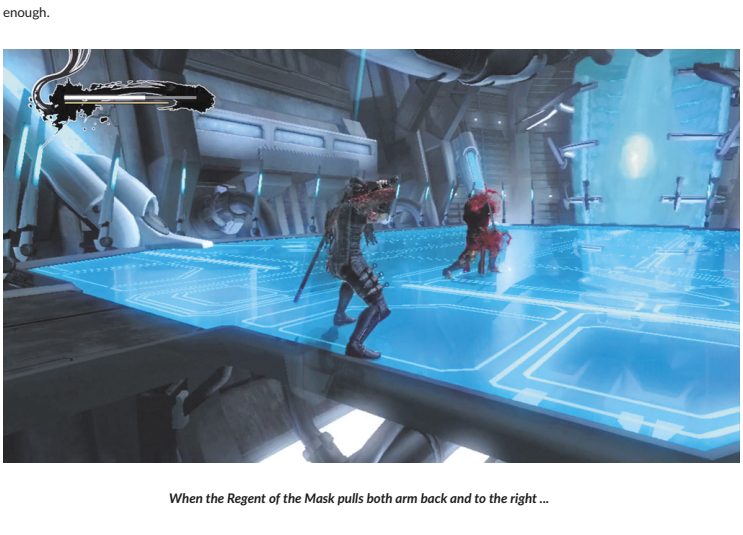


If the Regent of the Mask's fist begins to glow red, he's about to execute an Unblockable Grab combo.

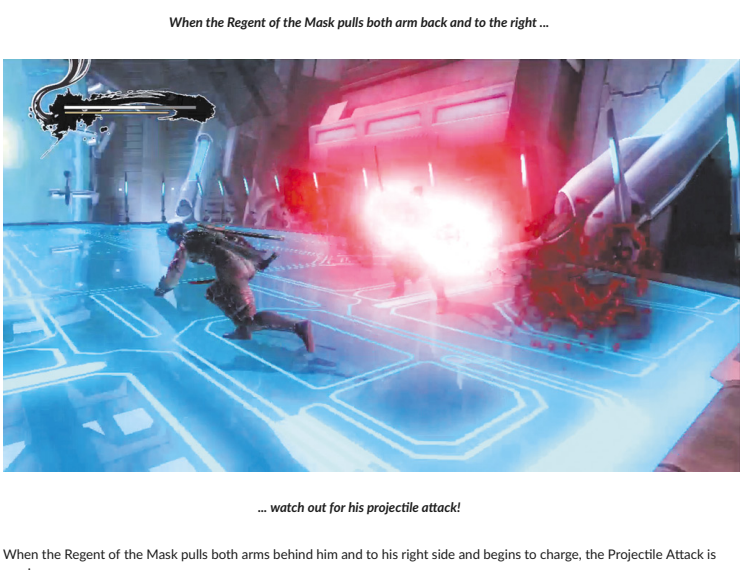
Quickly slide away and wait to see how many times it's used. If it's only used once, Hayabusa can't do much to counterattack because it's too risky in the event the Regent of the Mask performs the attack multiple times.

There's a slight delay between attacks, which is enough time to determine if another attack is coming or if the Regent of the Mask is shifting to a different attack pattern.

After the second attack, it's usually safe to use a Wind Run into Flying Swallow, or a Strong Attack combo if Hayabusa is close enough.



When the Regent of the Mask pulls both arm back and to the right ...

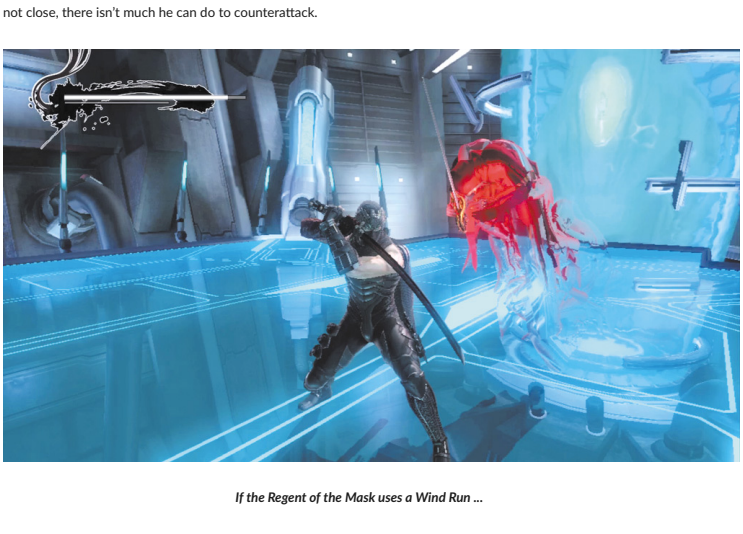


... watch out for his projectile attack!

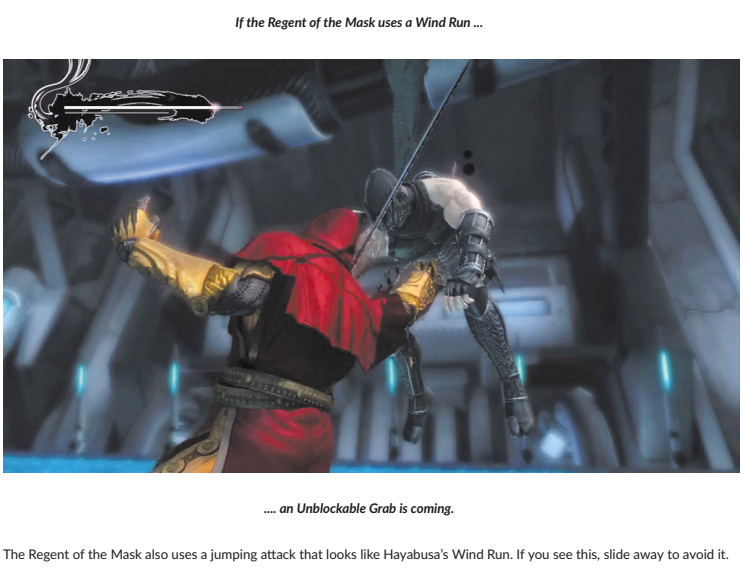
When the Regent of the Mask pulls both arms behind him and to his right side and begins to charge, the Projectile Attack is coming.

It looks similar to Hayabusa's Dark Void Ninpo, but is easily evaded by sliding left or right.

If Hayabusa is close to the Regent of the Mask when this happens, use a Quick Attack combo to counter attack. If Hayabusa is not close, there isn't much he can do to counterattack.

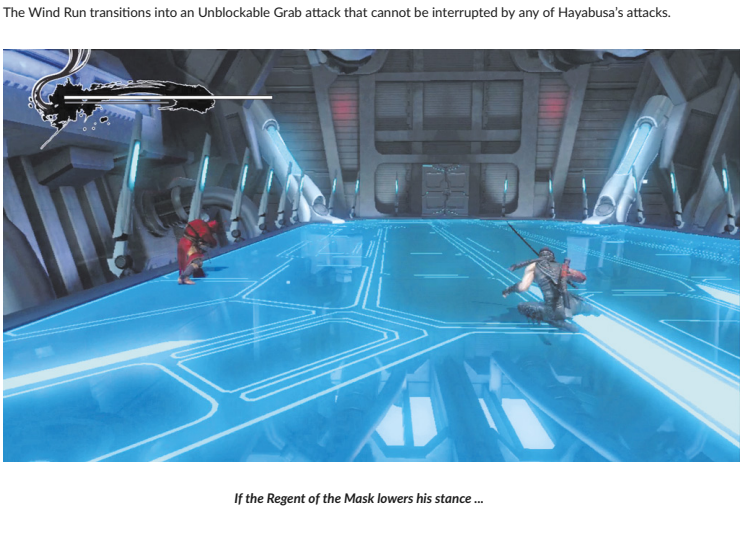


If the Regent of the Mask uses a Wind Run ...

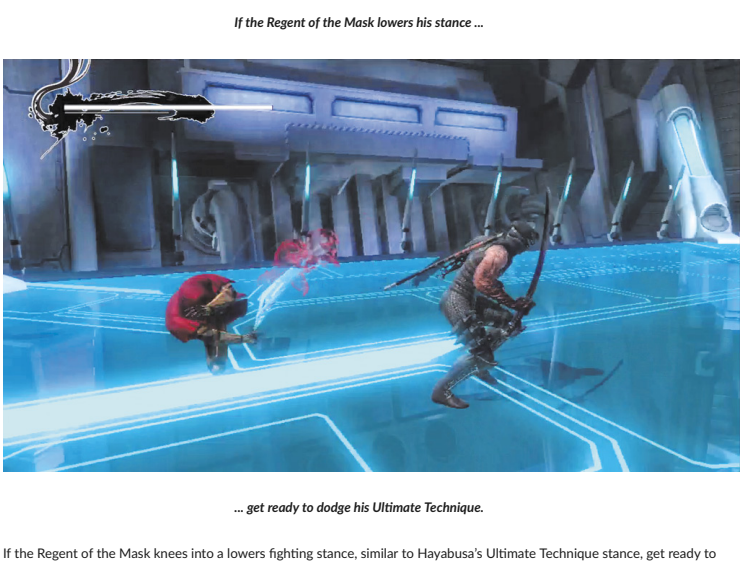


.... an Unblockable Grab is coming.

The Regent of the Mask also uses a jumping attack that looks like Hayabusa's Wind Run. If you see this, slide away to avoid it. The Wind Run transitions into an Unblockable Grab attack that cannot be interrupted by any of Hayabusa's attacks.



If the Regent of the Mask lowers his stance ...



... get ready to dodge his Ultimate Technique.

If the Regent of the Mask knees into a lowers fighting stance, similar to Hayabusa's Ultimate Technique stance, get ready to evade with a slide.

This is the Regent of the Mask's altered Ultimate Technique. The attack executes very fast and is difficult to dodge if you're not ready for it.

Slide to escape the first attack, then slide a second time immediately after. The Regent of the Mask uses a second attack immediately following the first Ultimate Technique.

NORMAL DIFFICULTY

This time around, the fight against the Regent of the Mask is almost exactly the same on Normal as it is on Hard, Master Ninja, and Ultimate Ninja.

This late in the game, Hayabusa can no longer aggressively attack the Regent of the Mask and expect to come out on top.

The Regent of the Mask's attacks do not inflict as much damage on Normal as they do on higher difficulty settings, but it's still more than enough damage to take down Hayabusa in a few attacks.

You can afford to get hit here and there, but stick to the Hard strategy.

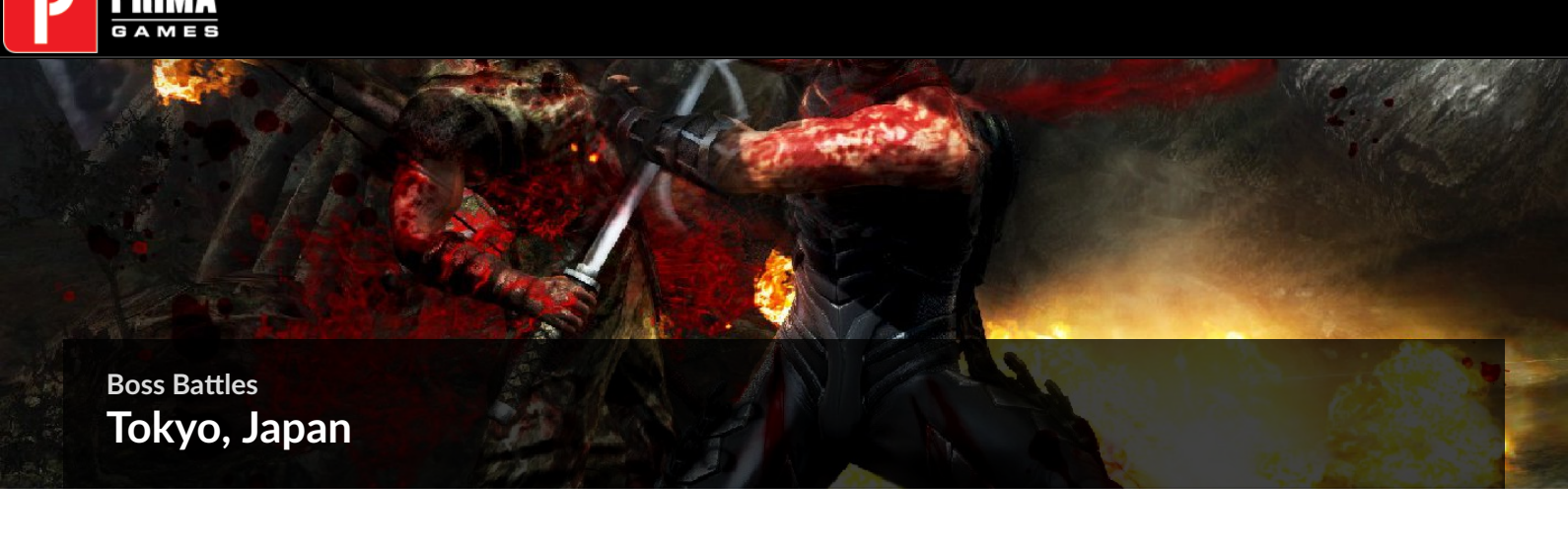
MASTER NINJA AND ULTIMATE NINJA DIFFICULTY

The best strategy on Master Ninja and Ultimate Ninja is to follow the Hard strategy and simply not get hit.

As obvious as that may sound, you cannot take any risks on these difficulty settings. The Regent of the Mask inflicts so much damage with each attack that even his smaller attack combos can drain a significant amount of Hayabusa's health.

The Regent of the Mask's unblockable attacks and Wind Run grab have the damage potential to kill Hayabusa in a single attack, especially if he does not have a full Health Gauge.

This becomes a long and tedious fight when Hayabusa has to be so careful, but it's the only way to survive.



Boss Battles

Tokyo, Japan

BOSS BATTLE: *Cliff*

Close Range Abilities: Energy Explosion, Two-Hit Combo, Five-Hit Combo, Unblockable Grab

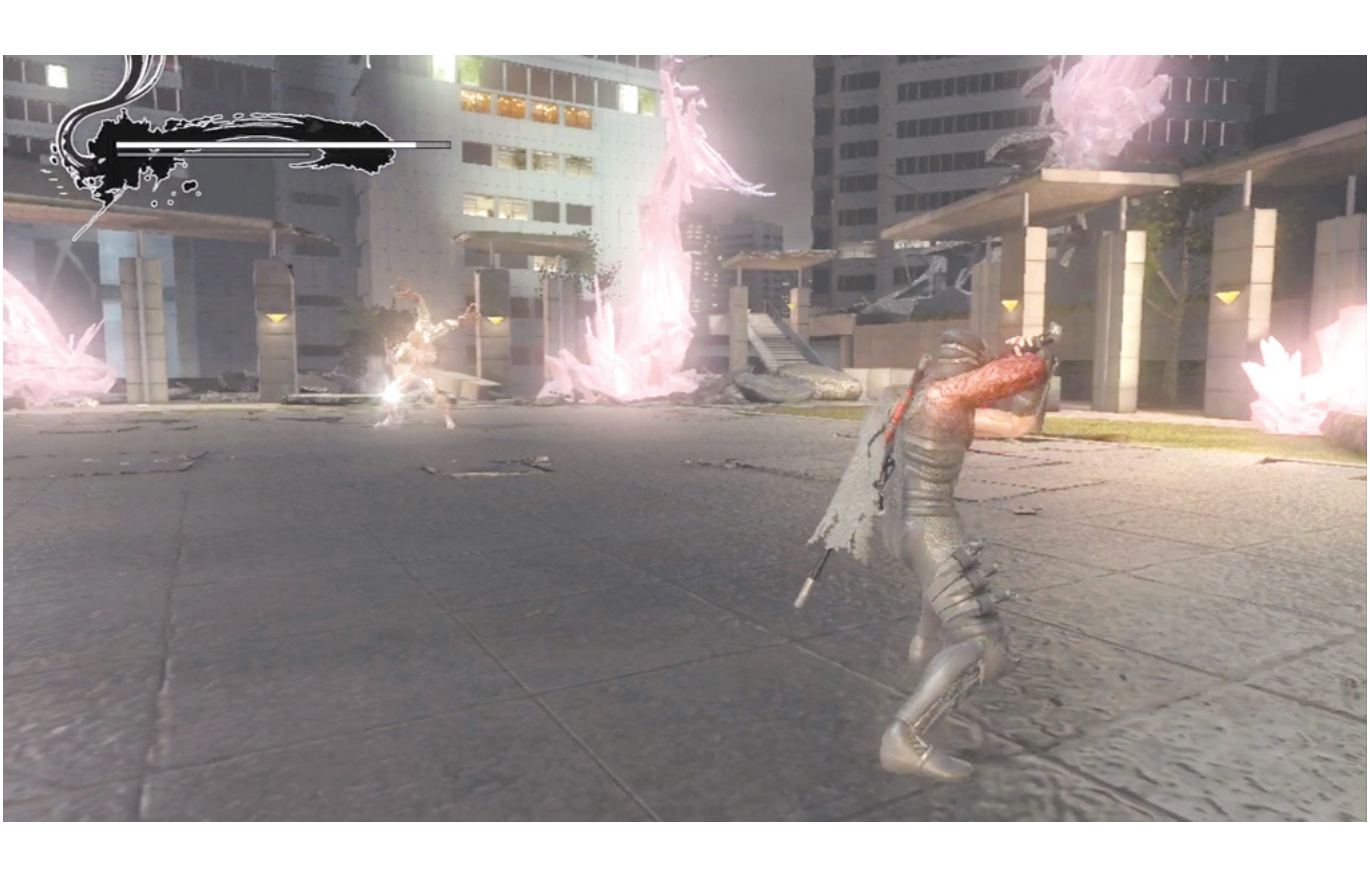
Long Range Abilities: Projectile, Lasers, Paracelsus Fiends Helpers

Strategy: As soon as the boss battle begins, slide left or right to avoid Cliff's projectile attack. Stand just outside of Cliff's immediate attack range and wait for him to initiate a combo.

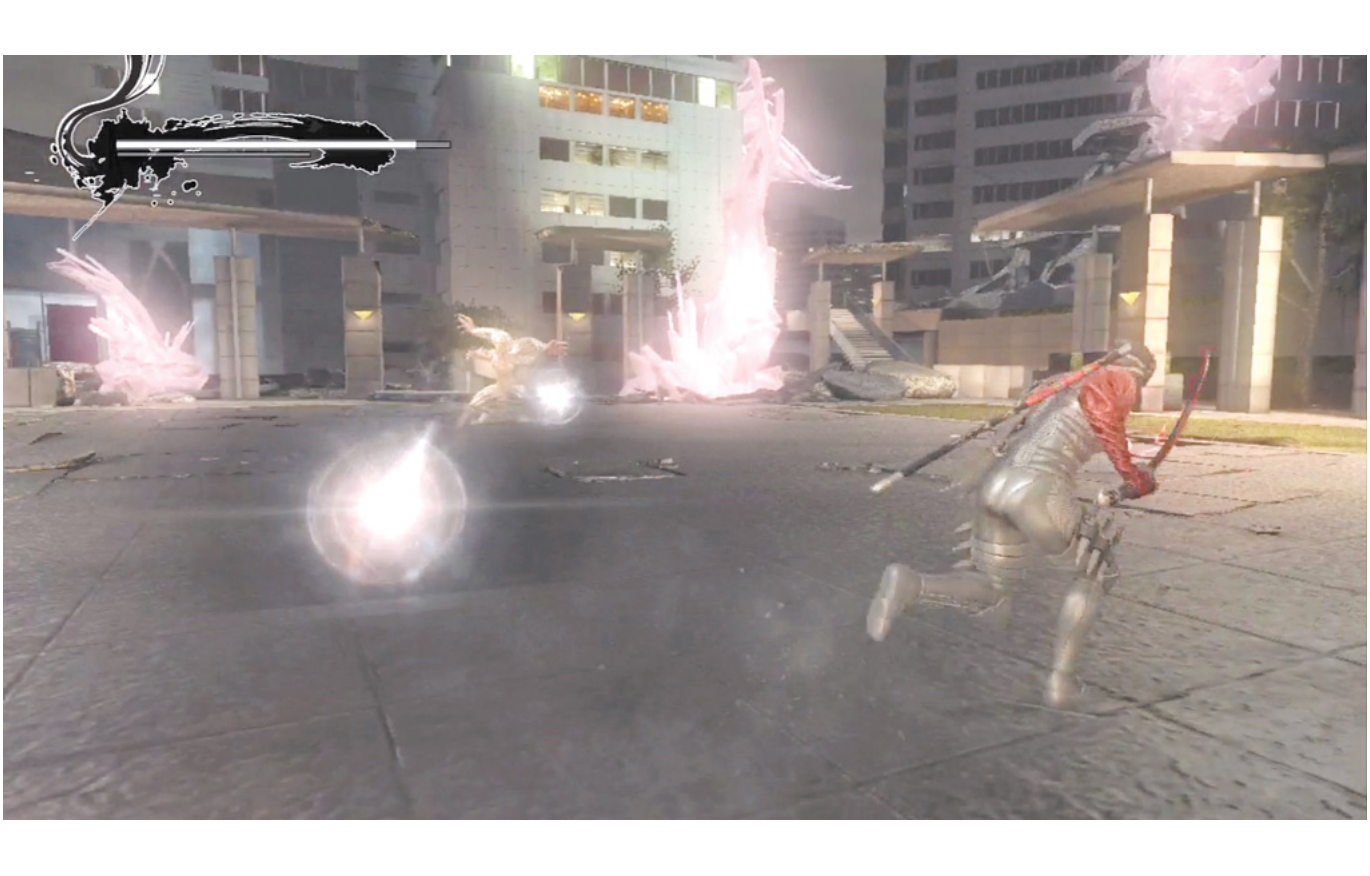
He generally uses a two- or five-hit combo. Counterattack with a series of Quick Attacks at the conclusion of each combo. If you see Cliff's arms glow white, quickly slide away to avoid the Unblockable Grab that follows.

Once you have inflicted enough damage, you're prompted to tap Strong Attack (Ⓨ or ▲) rapidly to tear off Cliff's second set of arms. If you react slowly, back away and wait for Cliff's Energy Explosion.

There's a large blast radius signified by the glowing circle around Cliff. Stay outside of the circle and wait for Cliff to explode. When he does, quickly slide toward him and use an onslaught of Quick Attacks until he recovers.

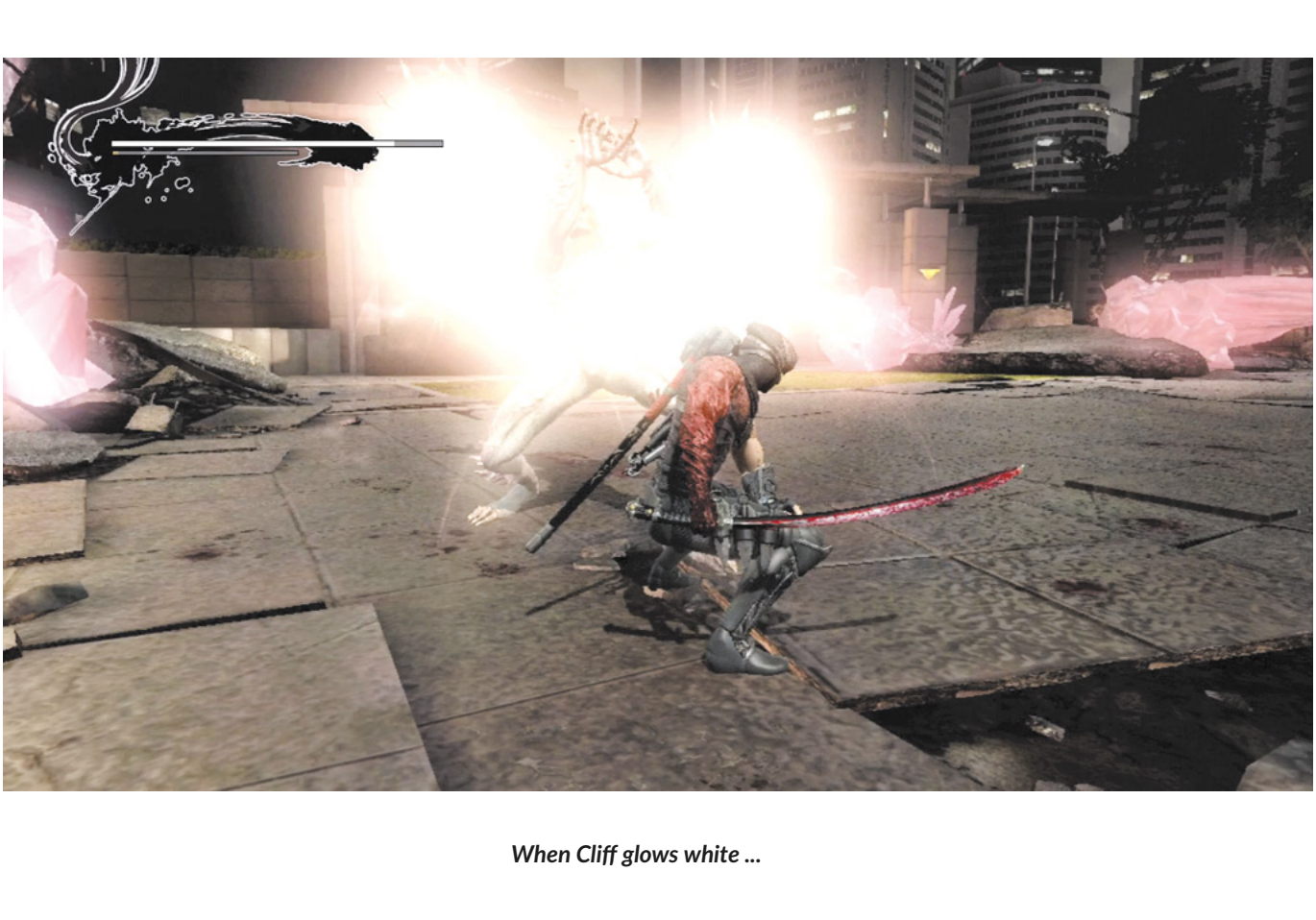


When the battle begins

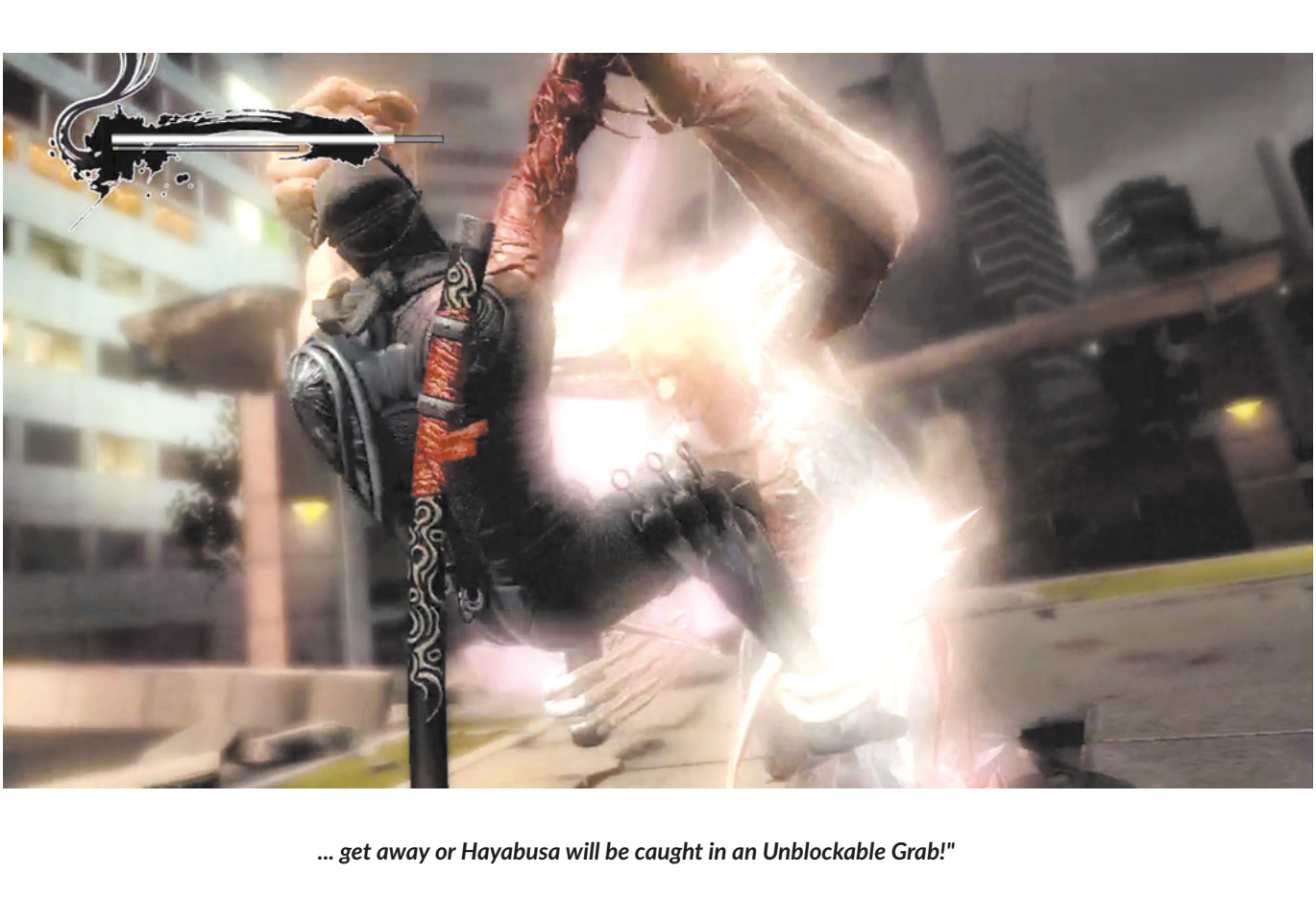


... slide left or right to avoid Cliff's projectile attack.

Repeat the process until Cliff changes into a flying state. As soon as he's airborne, slide to dodge any projectile attacks, then shoot an arrow at Cliff. This triggers a brief cinematic and Hayabusa loses his bow. Unfortunately, there's no way around this.



When Cliff glows white ...



... get away or Hayabusa will be caught in an Unblockable Grab!"

Cliff summons a horde of Paracelsus Fiends while firing lasers and using a Projectile Attack against Hayabusa. Stay clear of the bright patches on the ground as they indicate the trajectory of the laser.

Use Izuna Drops on the Paracelsus Fiends to keep Hayabusa in the air and invulnerable to most of Cliff's attacks. Kill roughly ten Paracelsus Fiends to build up an Ultimate Technique, then unleash it on the remaining Paracelsus Fiends and Cliff.

When Cliff drops to the ground, attack with a barrage of Strong Attacks. If you can inflict enough damage before Cliff gets back into the air, you're prompted to press Strong Attack (Ⓨ or ▲) and end the battle. If you cannot, more Paracelsus Fiends spawn and you must build up to another Ultimate Technique and try again.

NORMAL DIFFICULTY

This late in the game, there really isn't a significant difference when playing on the Normal difficulty, compared to Hard. The only change worth noting is that the Paracelsus Fiends do not hit quite as hard and are a little less aggressive.

This makes them a little easier to deal with, but they aren't that much trouble on higher difficulties anyway.

The Energy Explosion attack won't kill Hayabusa unless he's low on health, so you have a little leeway there, but otherwise follow the Hard strategy.

MASTER NINJA AND ULTIMATE NINJA DIFFICULTY

Follow the Hard strategy, but be extra cautious of Cliff's Energy Explosion. It has a large blast radius and can kill Hayabusa in one attack on either Master Ninja or Ultimate Ninja levels.

The Paracelsus Fiends are also more aggressive on the higher the difficulty settings. Stick to Izuna Drops to finish them off and be careful to avoid their suicide explosions.

Boss Battle: *Regent of the Mask/Theodore*

Close Range Abilities: Two-Hit Combo, Three-Hit Combos, Unblockable Two-Grab Combo

Long Range Abilities: Two-Hit Charge Technique

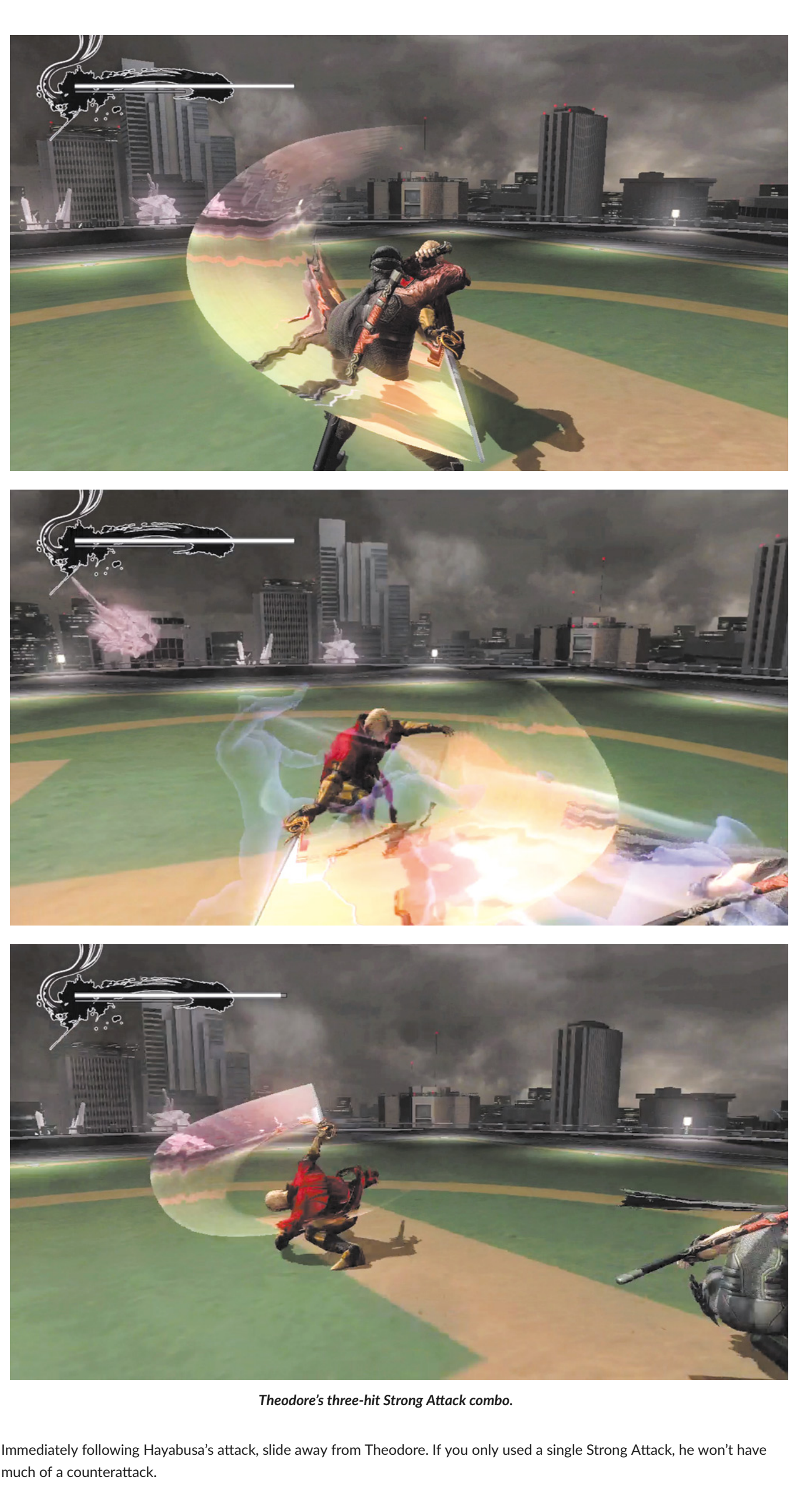
Strategy: This is Hayabusa's fourth time fighting against the Regent of the Mask and arguably the easiest of the fights.

Hold Block (LT or L1) until Theodore approaches Hayabusa. When he gets close, use the slide to evade his initial attack.

If he uses the three-hit Strong Attack combo, after you evade the first attack, the second will miss, then wait until the last moment to evade the third attack with a slide.

This leaves Hayabusa close enough to connect with a one- or two-hit Strong Attack combo or use a Wind Run into a Flying Swallow.

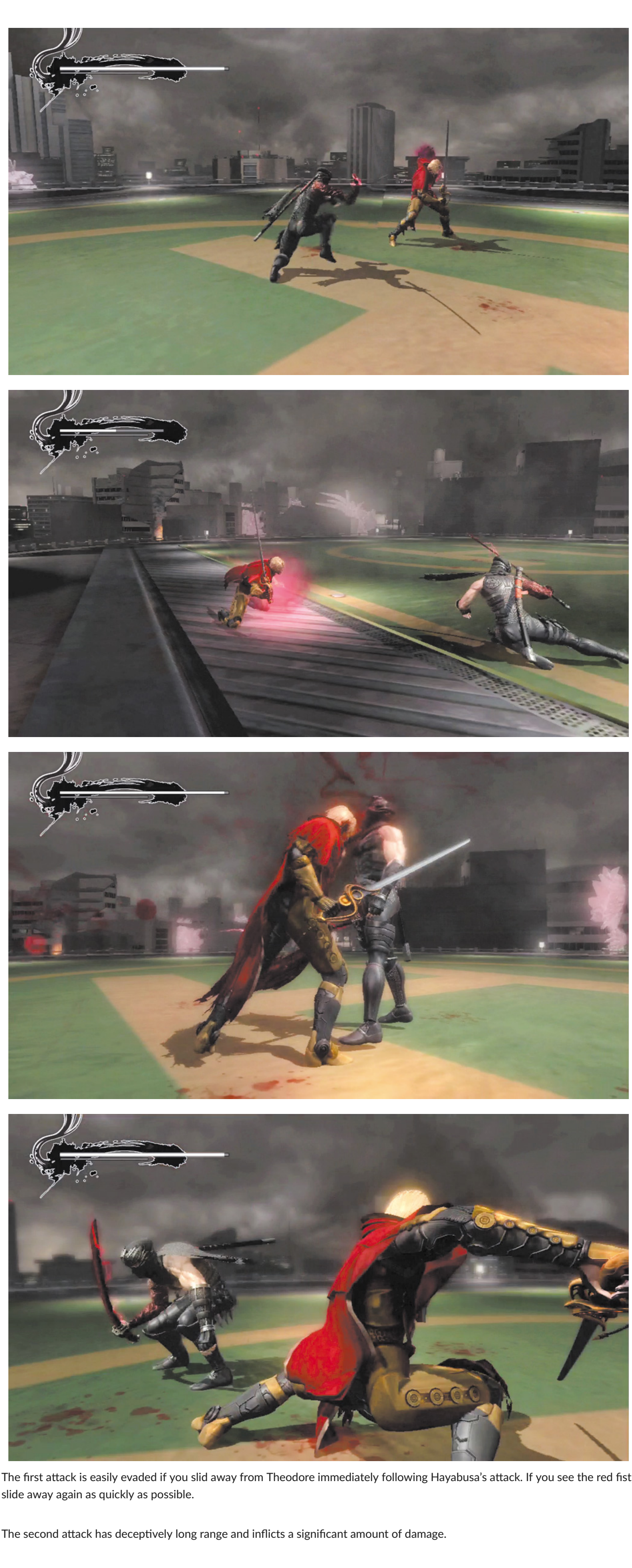
It is best to use either the Flying Swallow or a single Strong Attack here, but if you're feeling risky and want to end the battle faster, try a two-hit combo.



Theodore's three-hit Strong Attack combo.

Immediately following Hayabusa's attack, slide away from Theodore. If you only used a single Strong Attack, he won't have much of a counterattack.

However, if you were risky and tried to go for two hits, he may counter with an Unblockable Two-Grab Combo. If his fist glows red, the attack is coming.

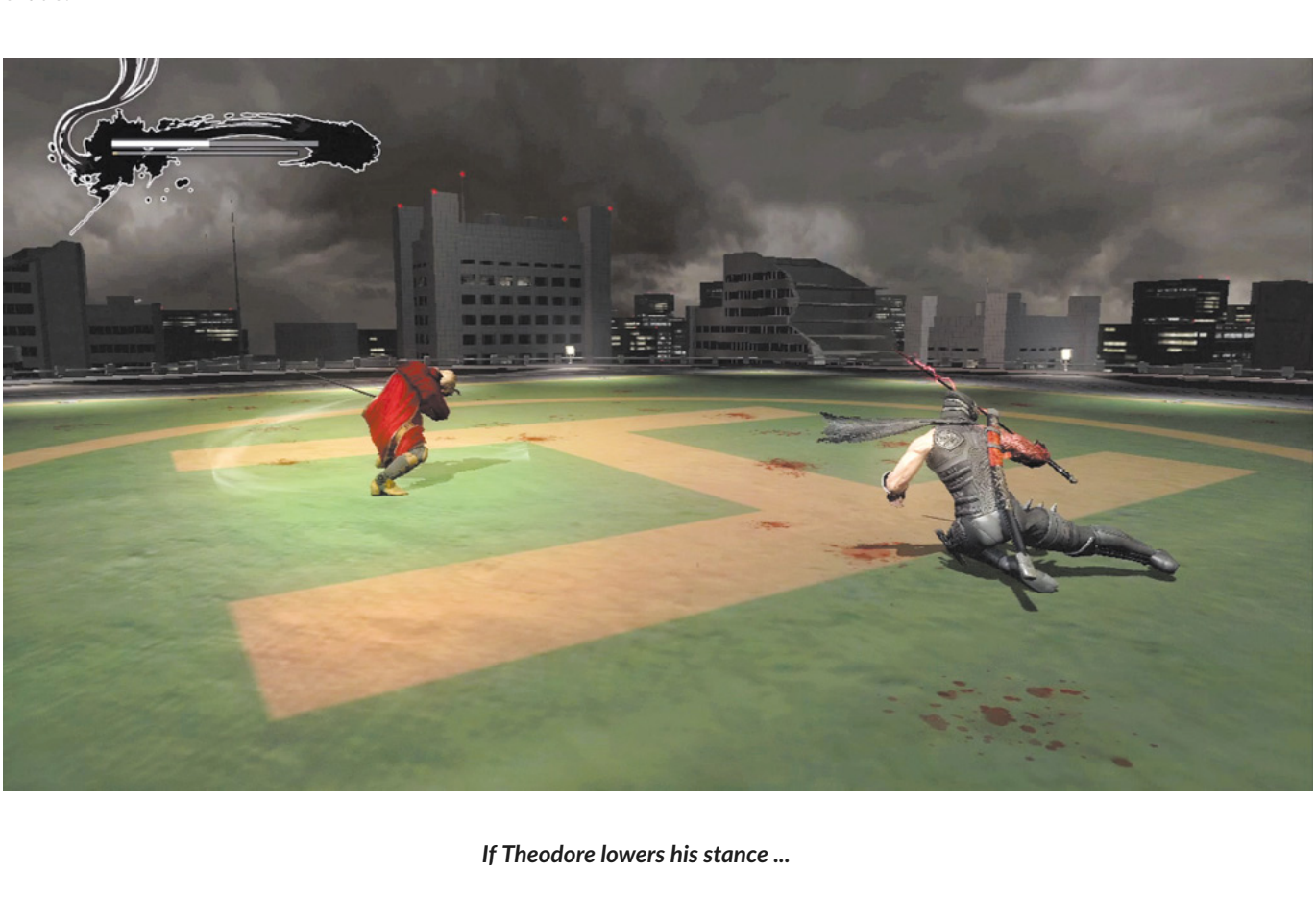


The first attack is easily evaded if you slid away from Theodore immediately following Hayabusa's attack. If you see the red fist, slide away again as quickly as possible.

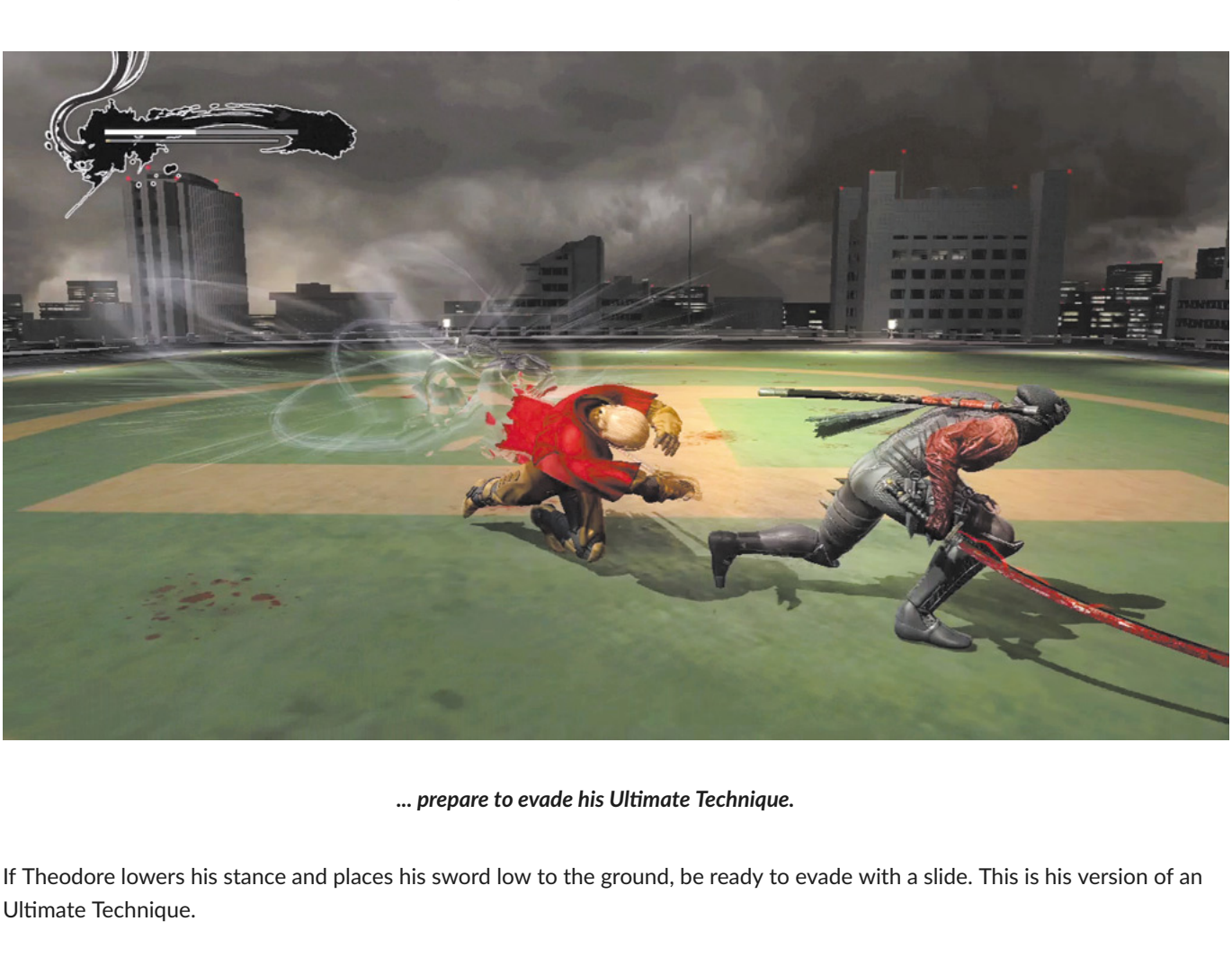
The second attack has deceptively long range and inflicts a significant amount of damage.

Theodore uses a few other attack combos, and while it is possible to hit him after dodging the attacks, the timing is very strict.

If your timing is off, Theodore either blocks the attack, or counters with his own attack. If he counters, you do not have time to evade.



If Theodore lowers his stance ...



... prepare to evade his Ultimate Technique.

If Theodore lowers his stance and places his sword low to the ground, be ready to evade with a slide. This is his version of an Ultimate Technique.

When he attacks, it comes very fast and is difficult to dodge if you're not ready. Slide to get away from the first attack, then immediately slide again. Theodore follows the initial attack with a second almost immediately after.

NORMAL DIFFICULTY

This is one of the easier fights against Theodore, and while the strategy to defeat him doesn't vary much on the Normal difficulty setting, you can once again play aggressively.

Use a barrage of Quick Attack combos until Theodore begins to fight back. Shift into the Hard strategy and evade his combos, then go right back to being aggressive.

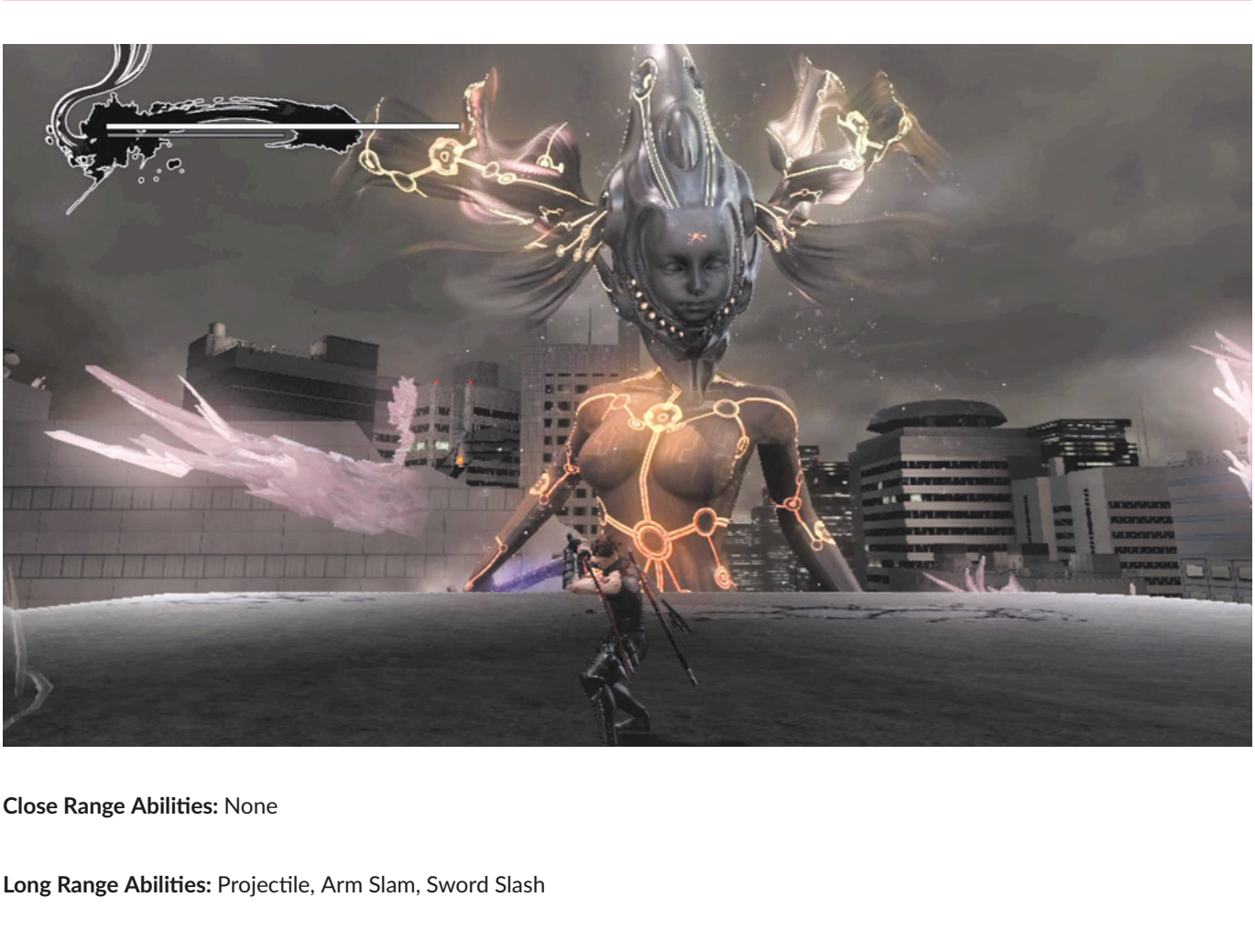
Theodore's attacks don't hurt as much on the Normal difficulty, so Hayabusa can take a few more hits during this battle. However, if his Health Gauge starts to get low, stick to the Hard strategy.

MASTER NINJA AND ULTIMATE NINJA DIFFICULTY

If you follow the Hard strategy, you won't have a problem with this battle. It's one of the easier fights against Theodore, and by now you should have a good understanding of how he fights.

The Unblockable Grab is still extremely damaging, so watch out for that at all costs, but otherwise this battle is fairly straightforward.

Boss Battle: *Goddess*

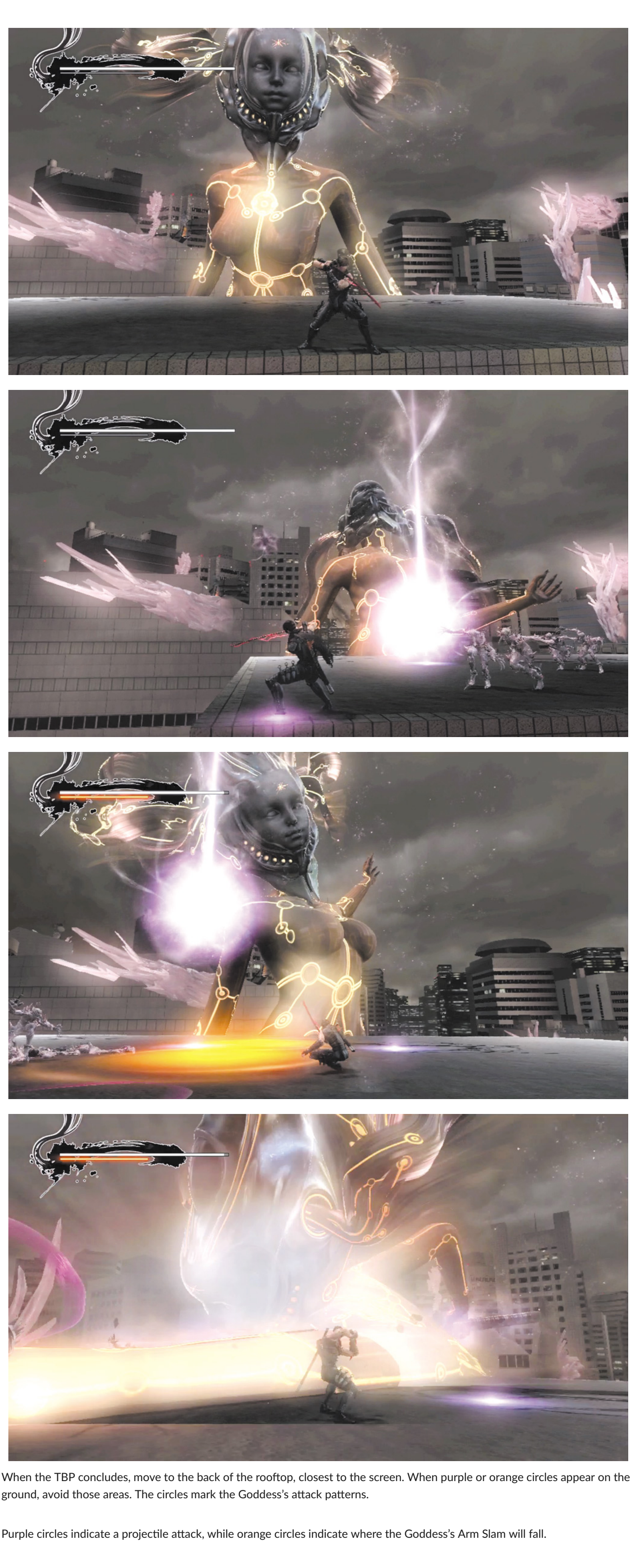


Close Range Abilities: None

Long Range Abilities: Projectile, Arm Slam, Sword Slash

Strategy: After Hayabusa defeats Theodore for the last time, a TBP similar to the one at the beginning of the game takes place.

When prompted: Walk forward, Jump (Ⓐ or ✖), hold Block (LT or L1) and press Right on the Left Analog Stick, press Strong Attack (Ⓨ or ▲), rapidly tap Strong Attack (Ⓨ or ▲), walk forward, hold Block (LT or L1) and press Up on the Left Analog Stick, press Jump (Ⓐ or ✖), press Strong Attack (Ⓨ or ▲), then rapidly tap Strong Attack (Ⓨ or ▲).



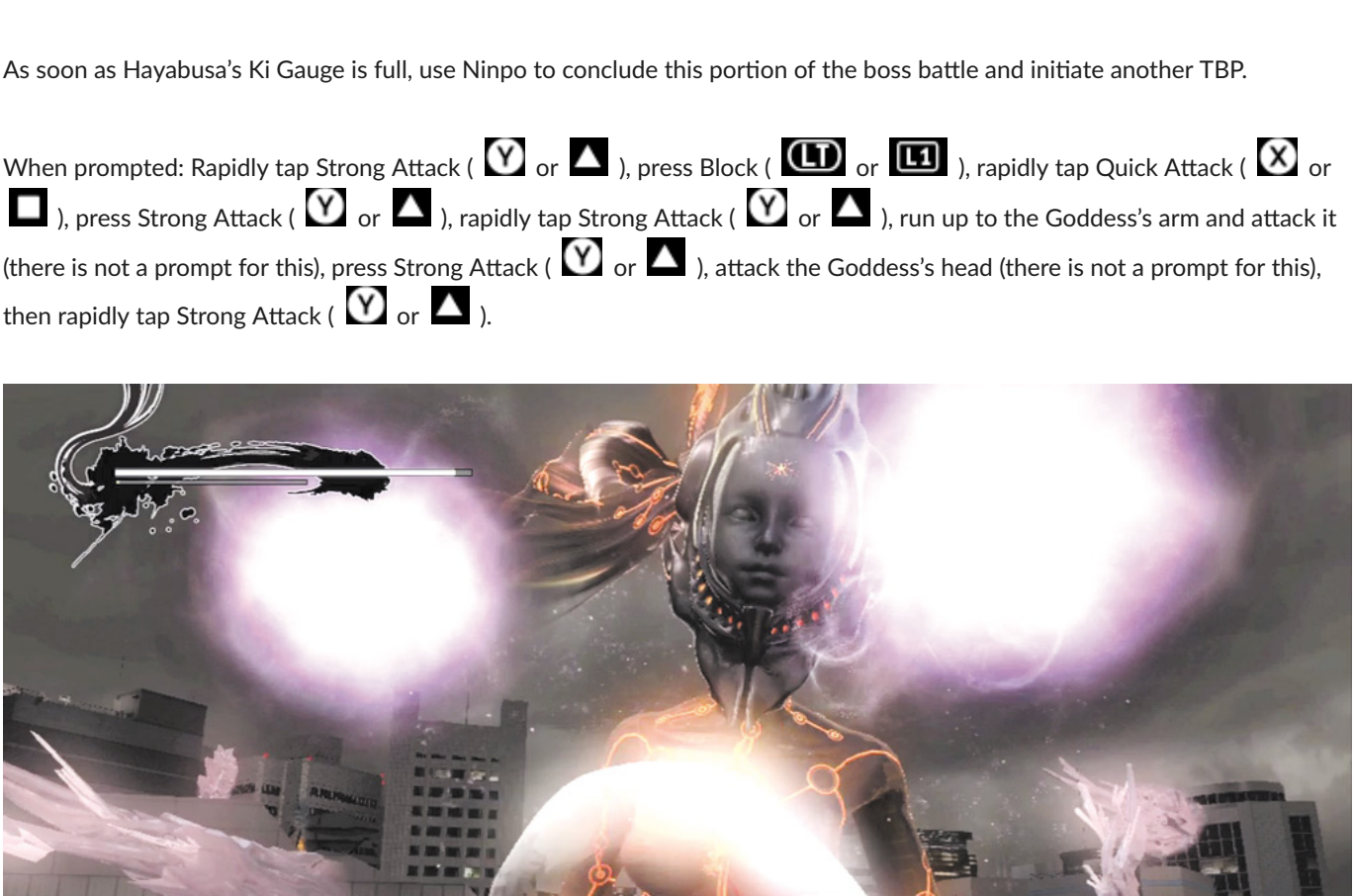
When the TBP concludes, move to the back of the rooftop, closest to the screen. When purple or orange circles appear on the ground, avoid those areas. The circles mark the Goddess's attack patterns.

Purple circles indicate a projectile attack, while orange circles indicate where the Goddess's Arm Slam will fall.

At this point, Paracelsus Fiends appear. Stay on the left side of the rooftop to avoid the Goddess's Arm Slam, and use the Izuna Drop to kill the Paracelsus Fiends quickly.

As soon as Hayabusa's Ki Gauge is full, use Ninpo to conclude this portion of the boss battle and initiate another TBP.

When prompted: Rapidly tap Strong Attack (Ⓨ or ▲), press Block (LT or L1), rapidly tap Quick Attack (Ⓧ or ■), press Strong Attack (Ⓨ or ▲), rapidly tap Strong Attack (Ⓨ or ▲), run up to the Goddess's arm and attack it (there is not a prompt for this), press Strong Attack (Ⓨ or ▲), attack the Goddess's head (there is not a prompt for this), then rapidly tap Strong Attack (Ⓨ or ▲).

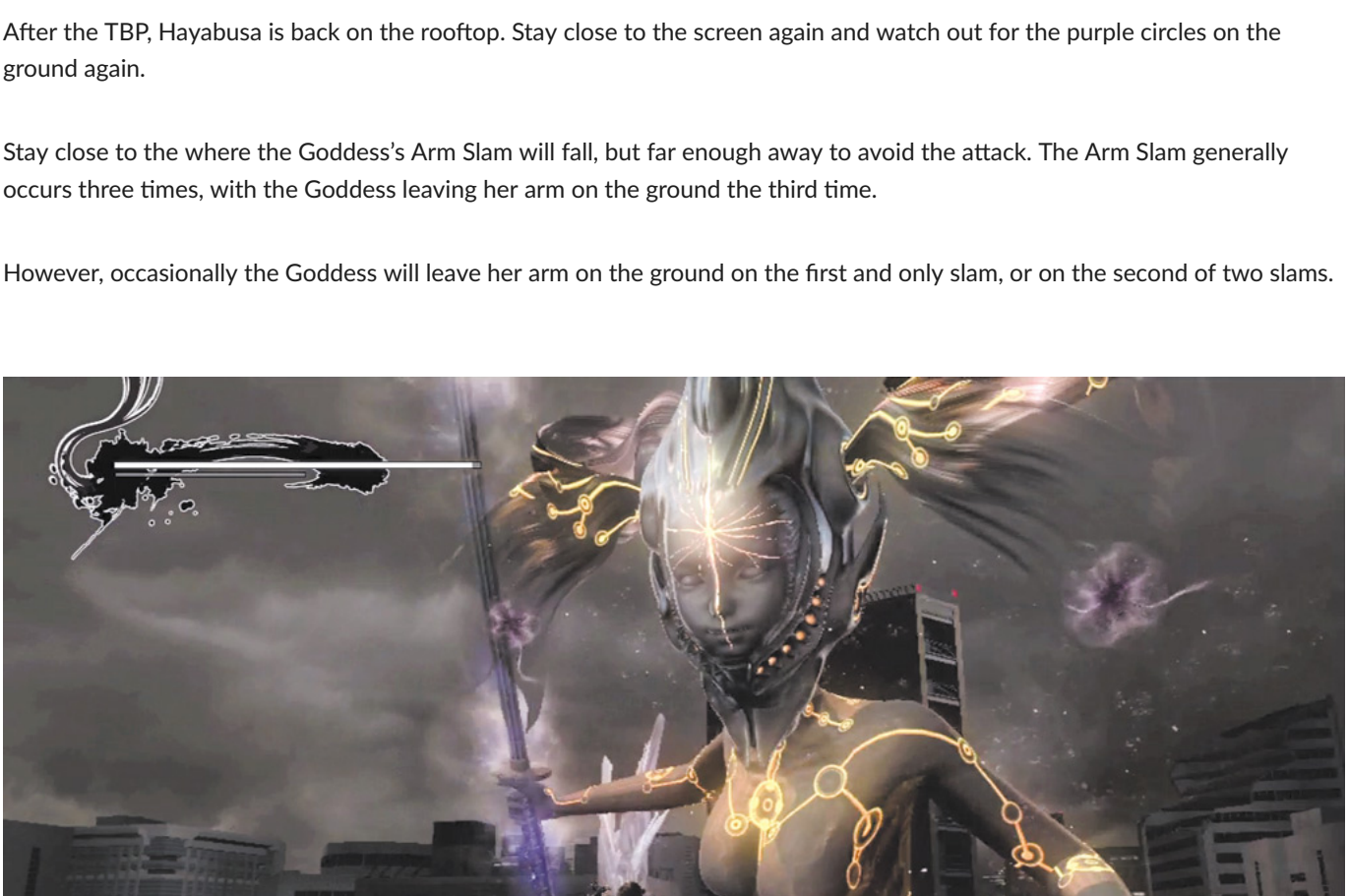


Fight the Paracelsus Fiends on the left side of the rooftop.

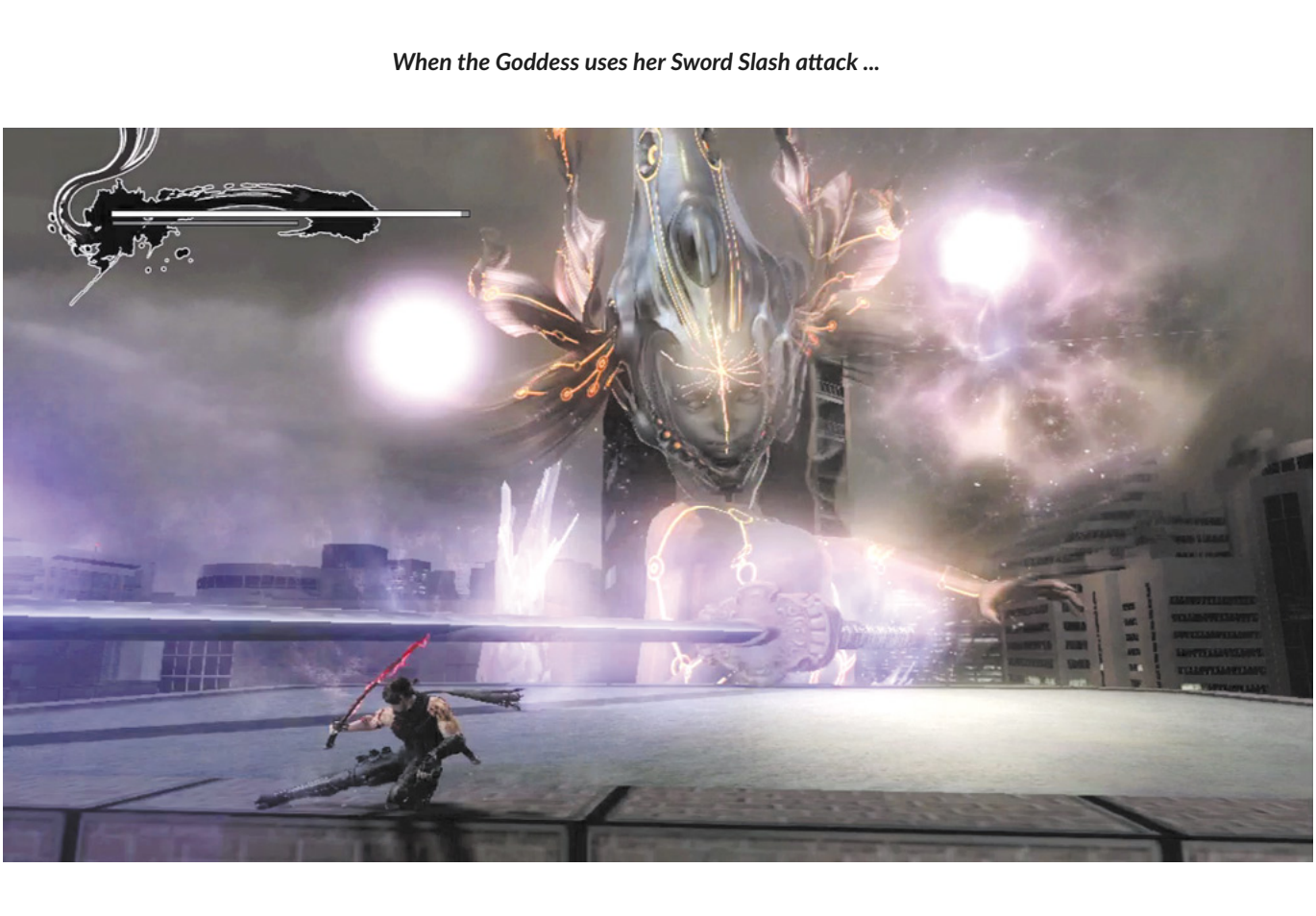
After the TBP, Hayabusa is back on the rooftop. Stay close to the screen again and watch out for the purple circles on the ground again.

Stay close to the where the Goddess's Arm Slam will fall, but far enough away to avoid the attack. The Arm Slam generally occurs three times, with the Goddess leaving her arm on the ground the third time.

However, occasionally the Goddess will leave her arm on the ground on the first and only slam, or on the second of two slams.



When the Goddess uses her Sword Slash attack ...



... slide as the attack comes to evade it.

When the arm remains on the ground, quickly slide toward it and attack with Quick Attack combos. Repeat this process until the prompt to rapidly tap Strong Attack (Ⓨ or ▲) appears.

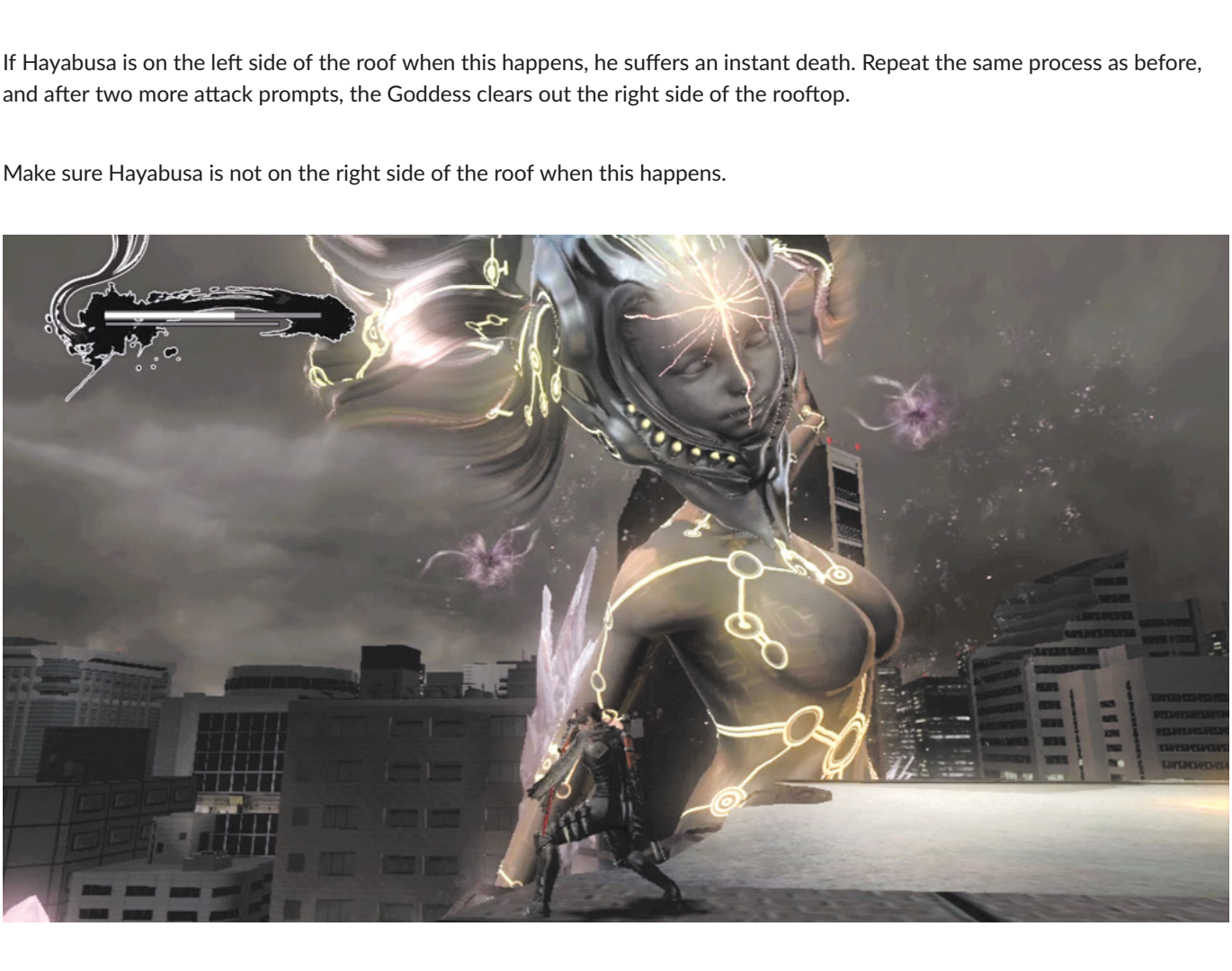
After the prompt, and occasionally after any attack on the Goddess's arm, she reels back and usually attempts anywhere from one to four Sword Slashes. To avoid taking damage from the Sword Slash, Hayabusa must slide as the attack occurs.

The timing is relatively strict, so time the slide well.

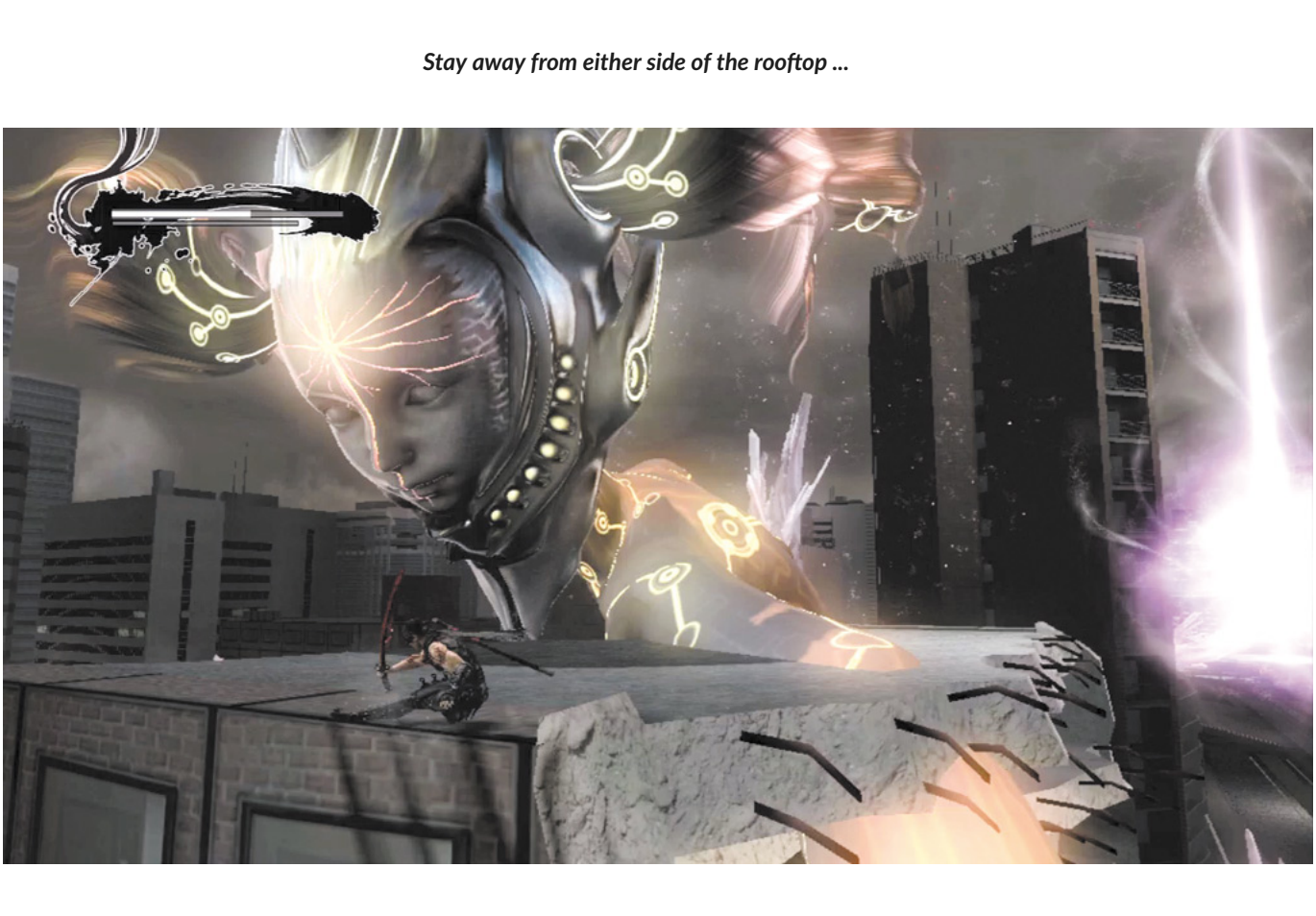
After two attack prompts on the Goddess's arm, stay away from the left side of the rooftop. She slams her arm down and completely destroys it.

If Hayabusa is on the left side of the roof when this happens, he suffers an instant death. Repeat the same process as before, and after two more attack prompts, the Goddess clears out the right side of the rooftop.

Make sure Hayabusa is not on the right side of the roof when this happens.



Stay away from either side of the rooftop ...



... because the Goddess destroys everything except the center area!

Repeat the attack pattern one last time to initiate the final TBP segment. When prompted: press Block (LT or L1), press Strong Attack (Ⓨ or ▲), then rapidly tap Strong Attack (Ⓨ or ▲) to finish off the Goddess.

NORMAL DIFFICULTY

As the last boss battle of the game, there isn't a significant difference between the Normal and Hard settings, other than the Goddess inflicts a little less damage with every attack on Normal, and the Paracelsus Fiends are a little less aggressive.

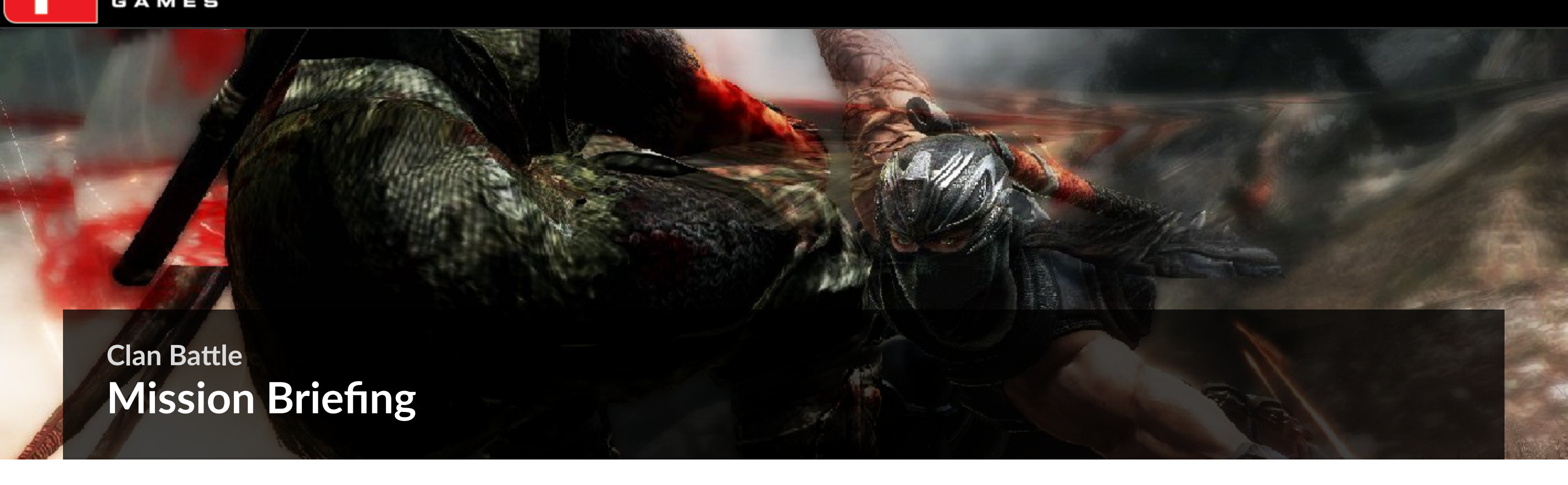
For the most part, stick to the Hard strategy, but when the Goddess uses the Sword Slash attack, Hayabusa can take a few hits without dying. It's still important to slide under the attack to avoid taking any damage at all, but if your timing isn't very good, you can still win this battle after taking a few Sword Slash attacks.

MASTER NINJA AND ULTIMATE NINJA DIFFICULTY

The main difference between Hard and Master Ninja and Ultimate Ninja on this battle is that the Goddess inflicts a ridiculous amount of damage with almost every attack on the harder levels. Do not get hit by the Sword Slash.

On Master Ninja it takes well over half of Hayabusa's full Health Gauge, and on Ultimate Ninja it can almost kill in one attack.

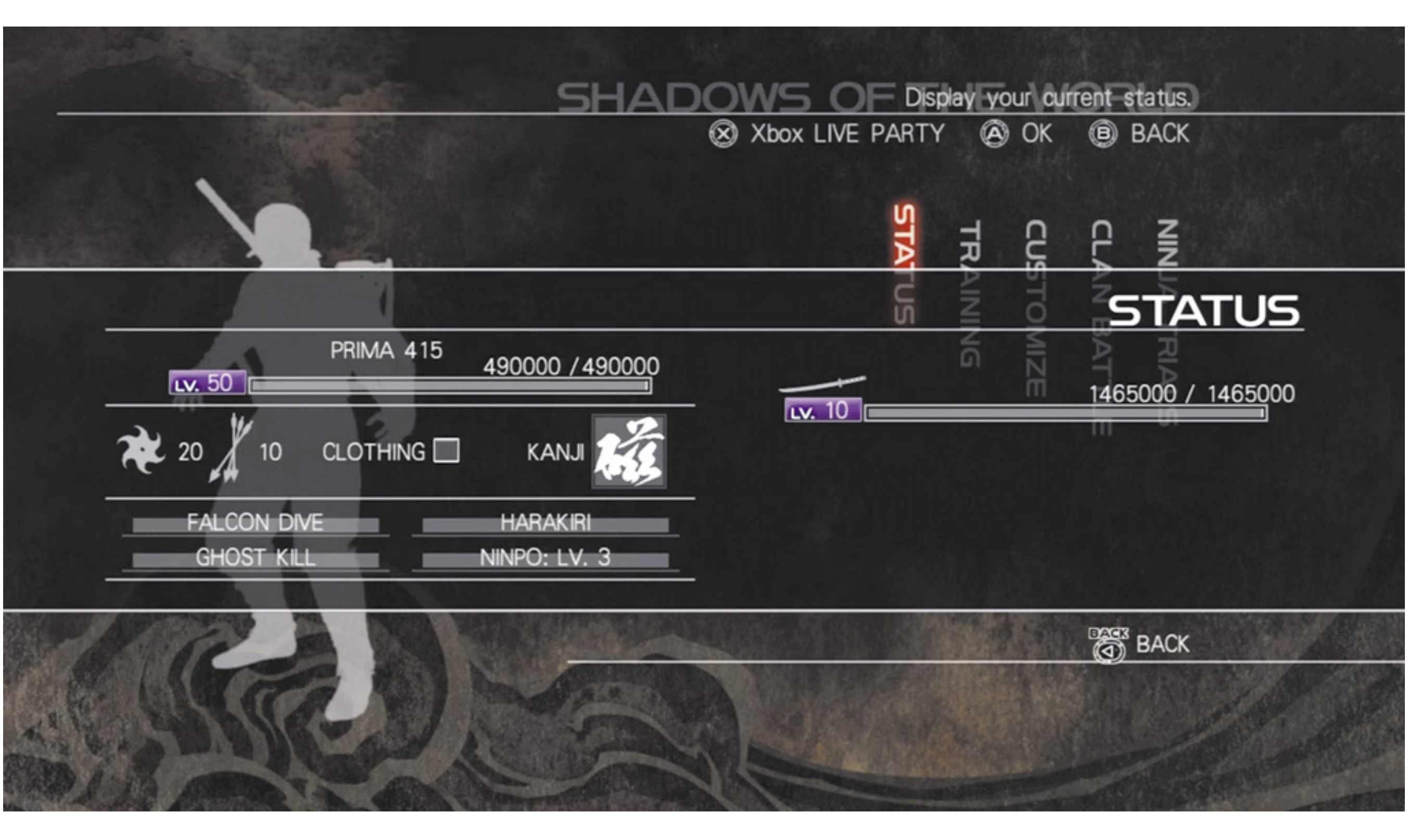
The same damage increase happens with the Arm Slam, but even on Ultimate Ninja Hayabusa can take a few of these attacks. The key to success here is to play cautiously and avoid taking any unnecessary damage.



Clan Battle

Mission Briefing

Player Level


SHADOWS OF THE WORLD
Display your current status.
Xbox LIVE PARTY
OK
BACK
STATUS
TRAINING
CUSTOMIZE
CLAN BATTLE
NINJA TRIALS
STATUS
PRIMA 415
490000 / 490000
LV. 50
LV. 10
1465000 / 1465000
20
10
CLOTHING
KANJI
FALCON DIVE
GHOST KILL
HARAKIRI
NINPO: LV. 3
BACK

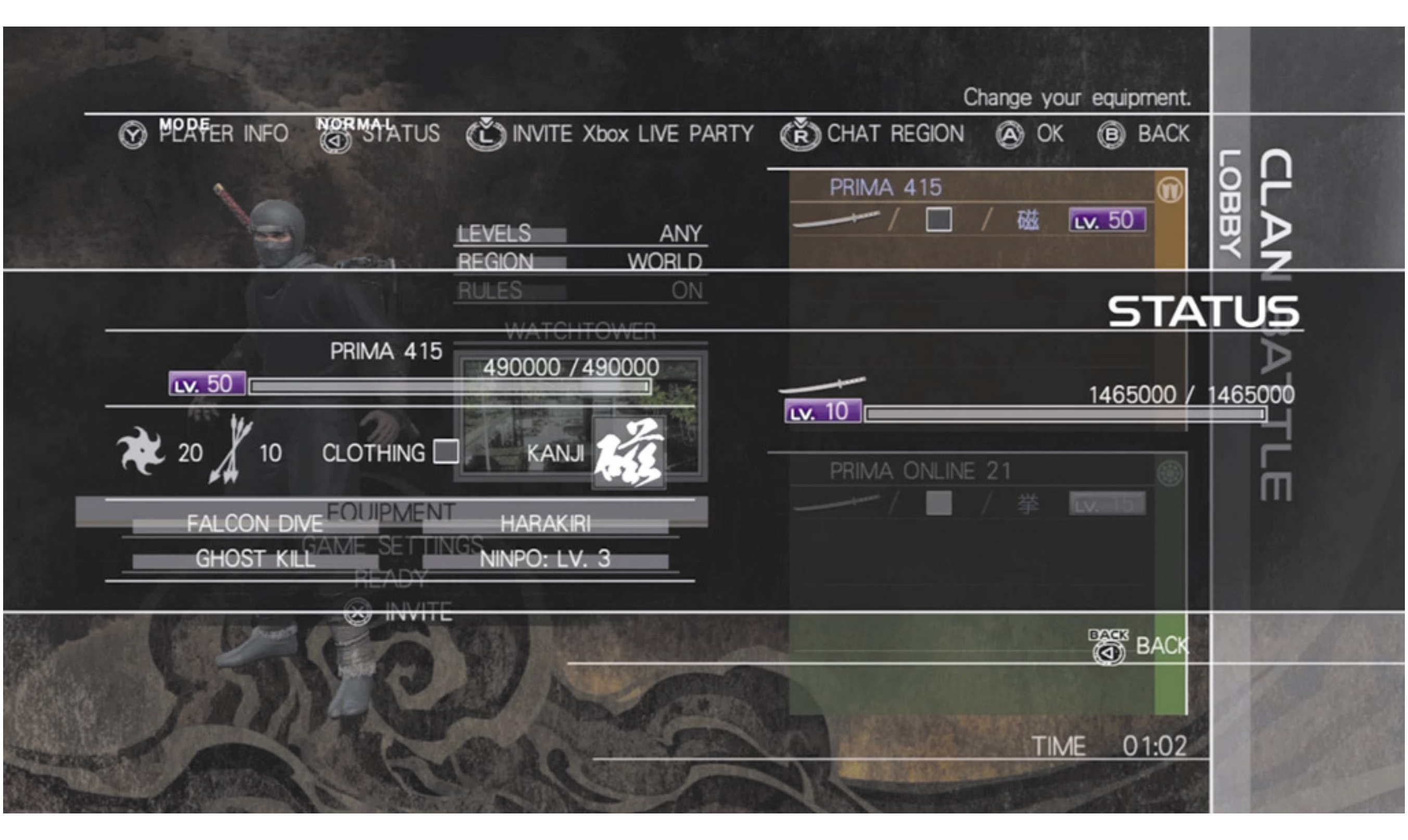
Player level is the key to doing well in Clan Battle and Ninja Trials. As you earn karma, your player level increases. As your player level increases, you gain new abilities (as well as customization items).

It is highly recommended to avoid Clan Battle until you've reached player level 4, at the very least. This gives you the Ghost Kill ability, which is extremely helpful in Clan Battle. Ninpo, which is earned at Player Level 7, is also very useful.

Player Levels

Level	Karma Required	Skill Earned
1	0	None
2	5,000	None
3	10,000	None
4	15,000	Ghost Kill
5	20,000	None
6	25,000	None
7	30,000	Ninpo Level 1
8	35,000	None
9	40,000	None
10	45,000	None
11	100,000	Falcon Dive
12	110,000	None
13	120,000	None
14	130,000	None
15	140,000	None
16	150,000	Ninpo Level 2
17	160,000	None
18	170,000	None
19	180,000	None
20	190,000	None
21	200,000	Ninpo Level 3
22	210,000	None
23	220,000	None
24	230,000	None
25	240,000	None
26	250,000	Harakiri
27	260,000	None
28	270,000	None
29	280,000	None
30	290,000	None
31	300,000	None
32	310,000	None
33	320,000	None
34	330,000	None
35	340,000	None
36	350,000	None
37	360,000	None
38	370,000	None
39	380,000	None
40	390,000	None
41	400,000	None
42	410,000	None
43	420,000	None
44	430,000	None
45	440,000	None
46	450,000	None
47	460,000	None
48	470,000	None
49	480,000	None
50	490,000	None

Technique Level


Change your equipment.
PLAYER INFO
STATUS
INVITE Xbox LIVE PARTY
CHAT REGION
OK
BACK
CLAN BATTLE
LOBBY
PRIMA 415
LV. 50
LEVELS ANY
REGION WORLD
RULES ON
STATUS
PRIMA 415
490000 / 490000
LV. 50
LV. 10
1465000 / 1465000
20
10
CLOTHING
KANJI
PRIMA ONLINE 21
FALCON DIVE
GHOST KILL
HARAKIRI
NINPO: LV. 3
EQUIPMENT
GAME SETTINGS
READY
INVITE
BACK
TIME 01:02

Your technique level increases as you earn karma, just like your player level. However, technique level is directly tied to weapon skills and combos instead of abilities. At Technique Level 1, your character has a limited assortment of combos and attacks.

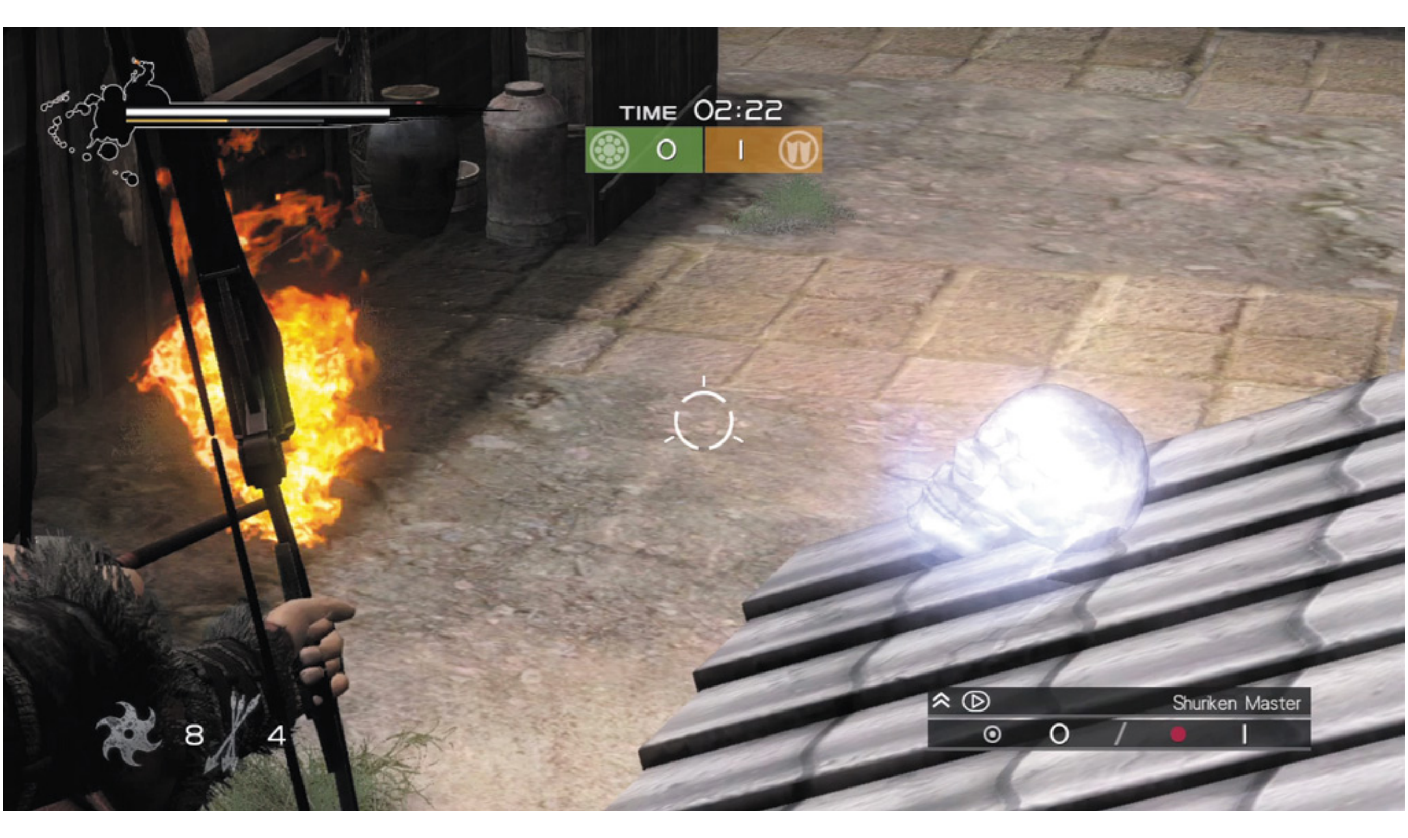
As your technique level increases, you gain access to more and more of Hayabusa's combos and attacks. It is highly recommended that you reach level 5 and earn the Izuna Drop before heading into Clan Battle.

However, once you have unlocked the Technique Level 2 skill set (earned at level 3), it is possible to inflict a significant amount of damage even without the Izuna Drop.

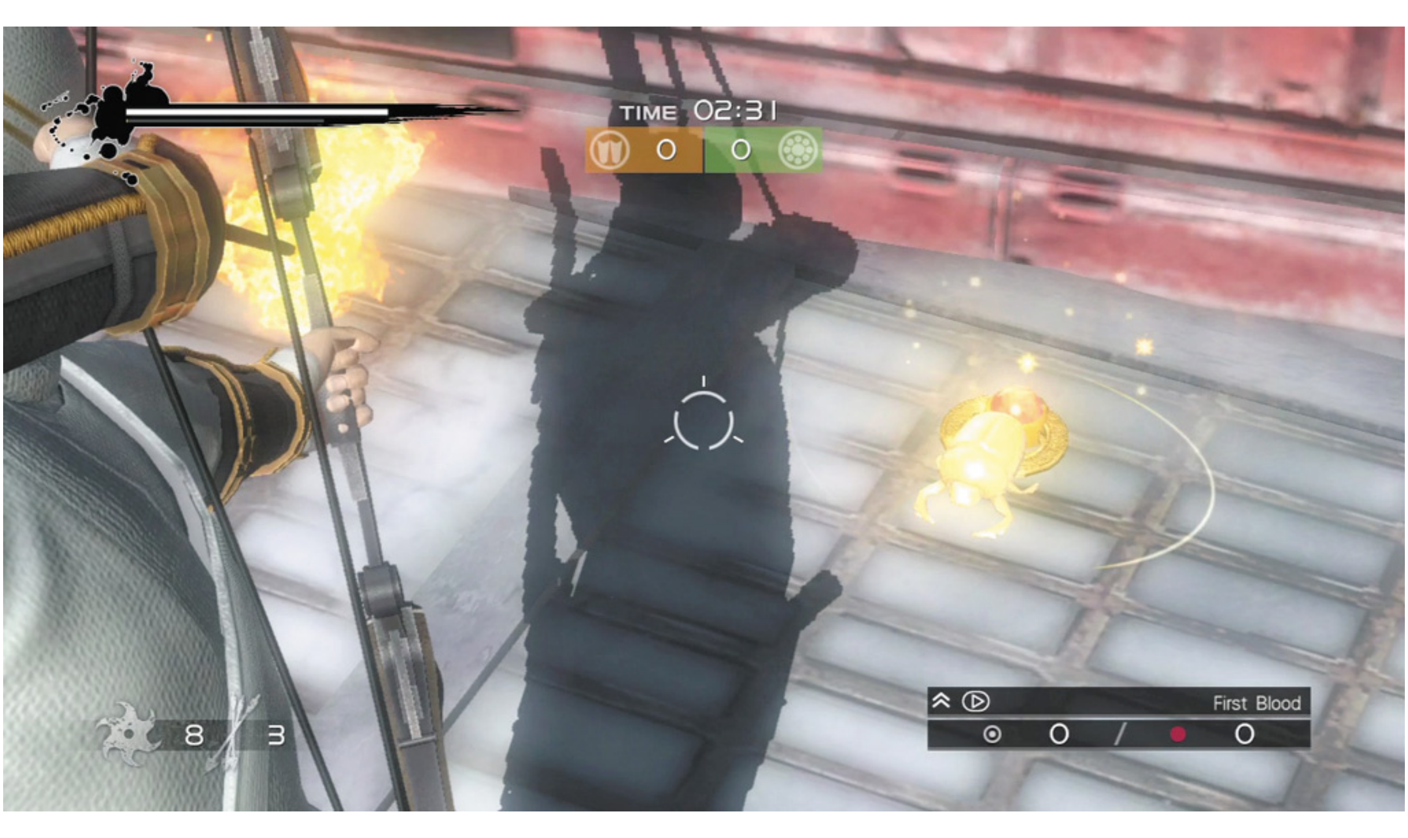
Technique Levels

Level	Karma Required	Skill Earned
1	0	Technique Level 1
2	20,000	Flying Swallow
3	40,000	Technique Level 2
4	60,000	Ultimate Technique Level 1
5	80,000	Izuna Drop
6	160,000	Technique Level 3
7	325,000	Ultimate Technique Level 2
8	800,000	Technique Level 4
9	1,050,000	Ultimate Technique Level 3
10	1,465,000	Dragon Sword

Crystal Skulls and Golden Scarabs


TIME 02:22
0
1
8
4
Shuriken Master
0
1

Crystal Skull


TIME 02:31
0
0
8
3
First Blood
0
0

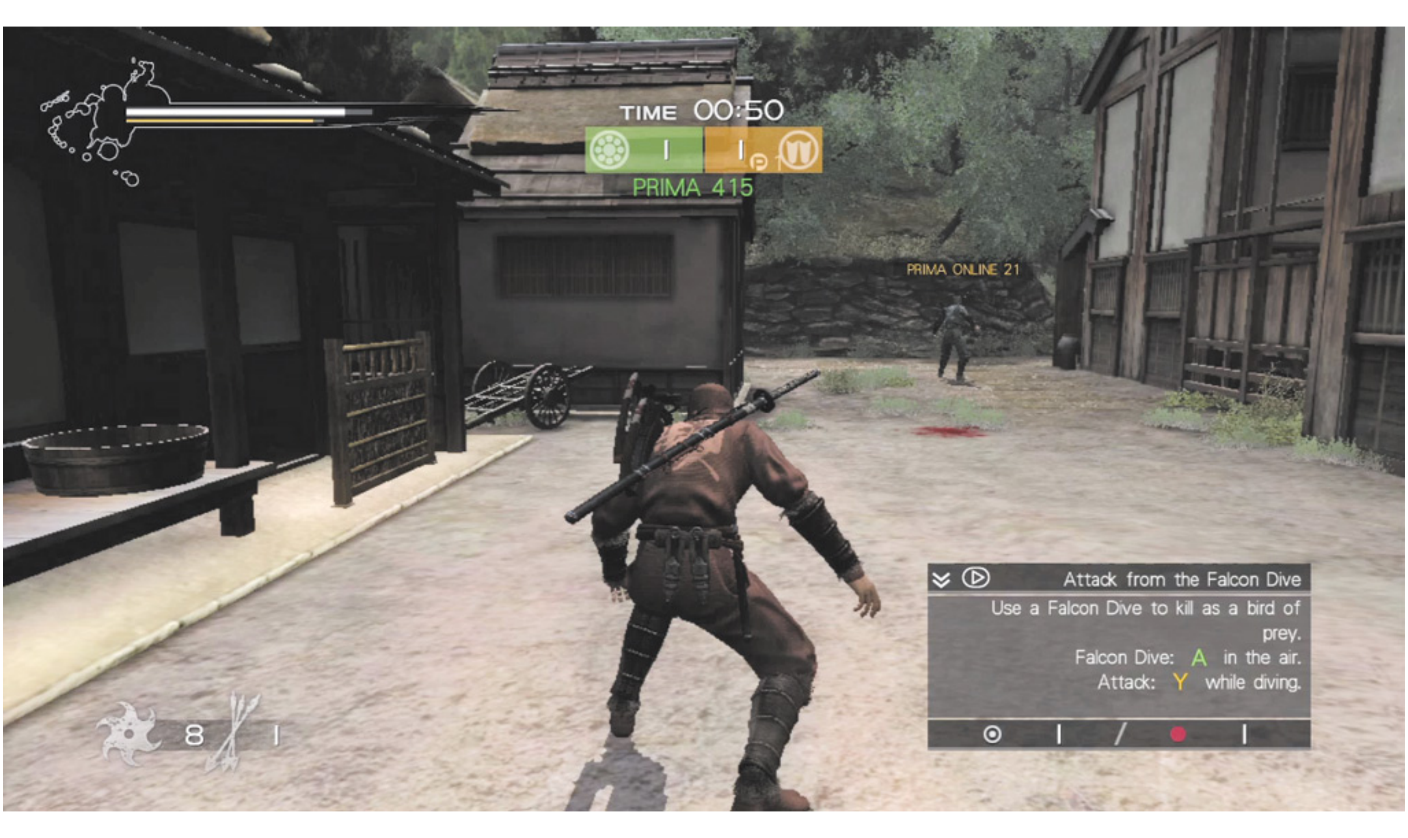
Golden Scarab

Crystal Skulls and Golden Scarab items are found in specific locations throughout each clan battle stage. Golden Scarabs equate to 4,000 karma each, while Crystal Skulls multiply your karma by 1.5.

These items do not have any direct benefit during a clan battle, but they will help you increase player and technique levels faster.

If you're still trying to level up, study the maps to find the locations of these items, and head straight for them as soon as a clan battle starts.

Contracts

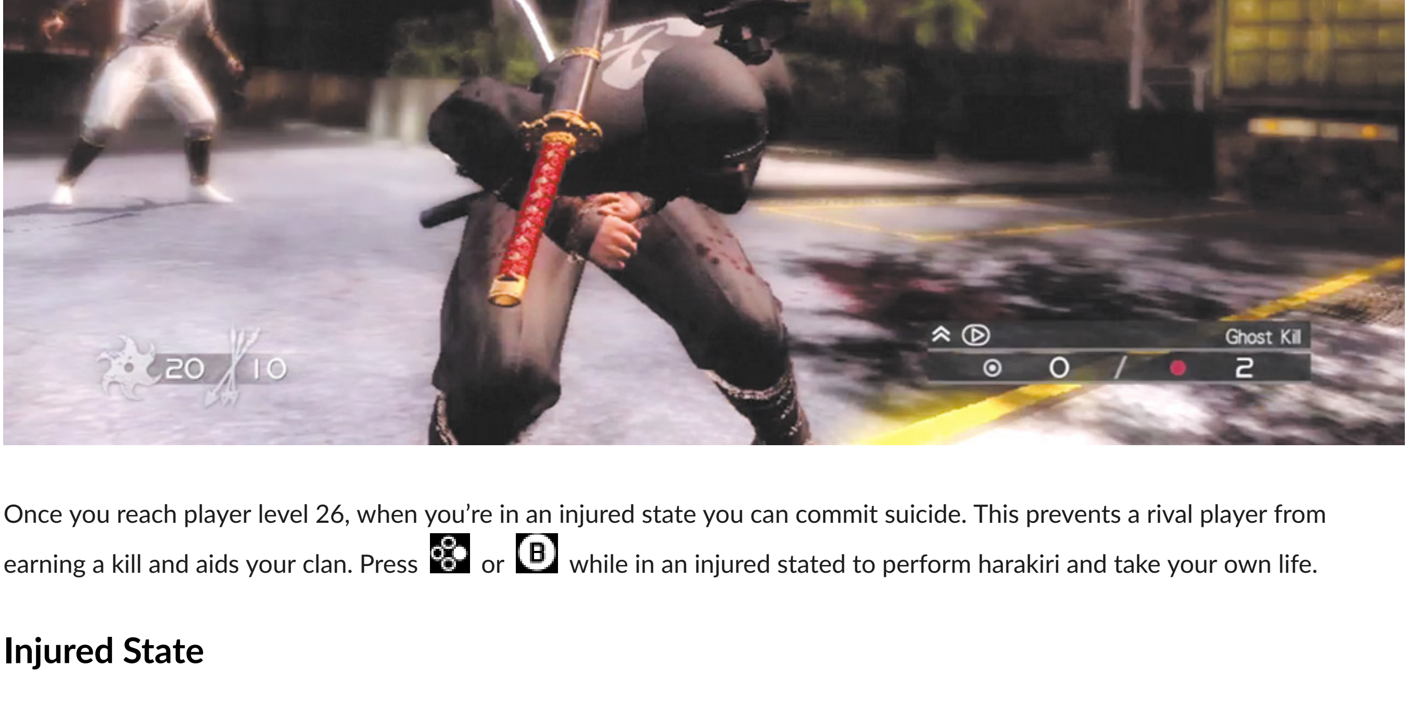

TIME 00:50
1
1
PRIMA 415
PRIMA ONLINE 21
8
1
Attack from the Falcon Dive
Use a Falcon Dive to kill as a bird of prey.
Falcon Dive: A in the air.
Attack: Y while diving.
1
1

To earn additional karma in Clan Battle and Ninja Trials mode, contracts are issued to your ninja character, which appear in the bottom right corner of the screen.

Specific conditions must be met in order to fulfill a contract. For example, you may need to kill two enemies without dying to complete a contract.

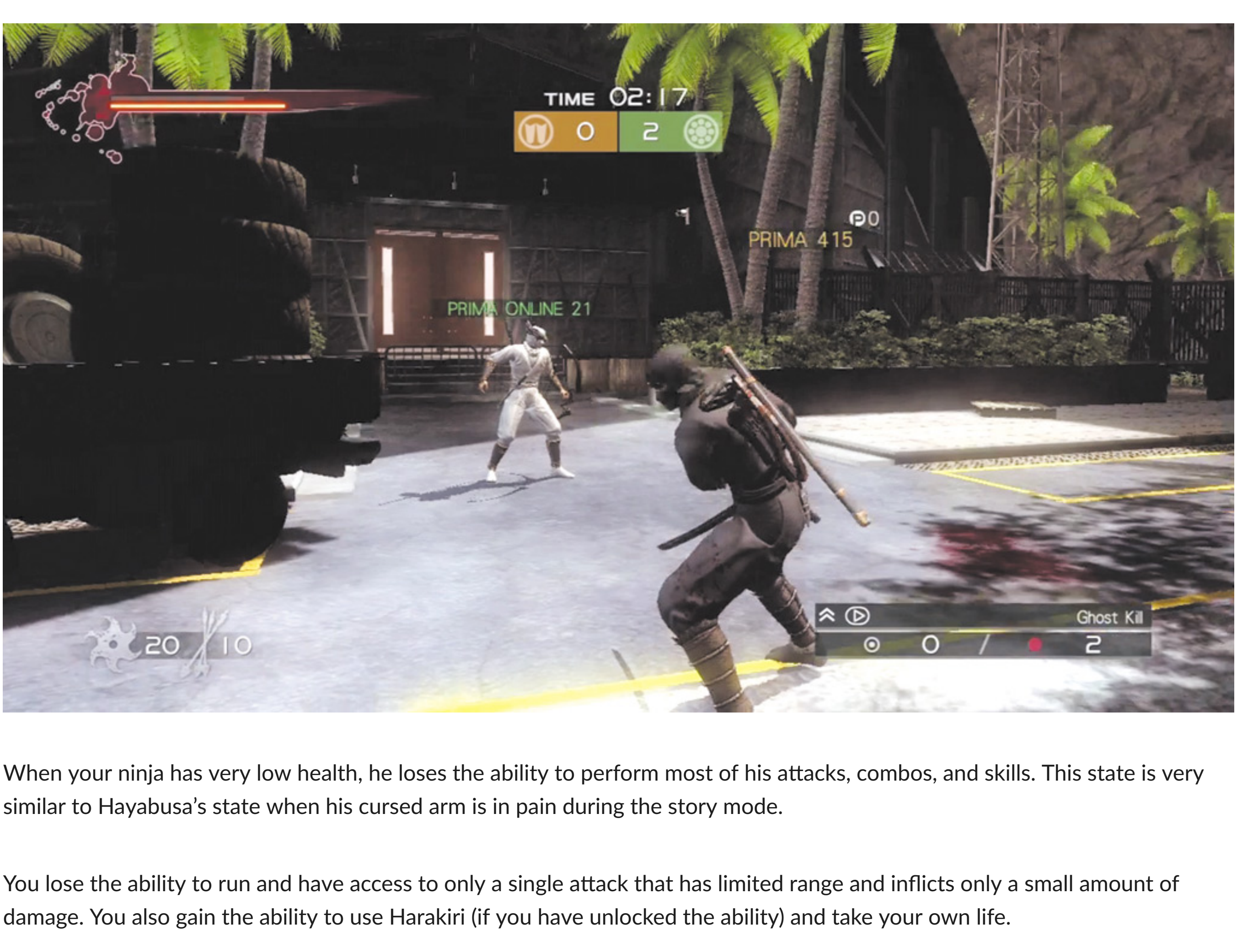
Like Crystal Skulls and Golden Scarabs, contracts do not have a direct impact on the clan battle and there is no penalty if you fail to complete a contract.

Harakiri


TIME 02:15
0
2
PRIMA ONLINE 21
20
10
Ghost Kill
0
2

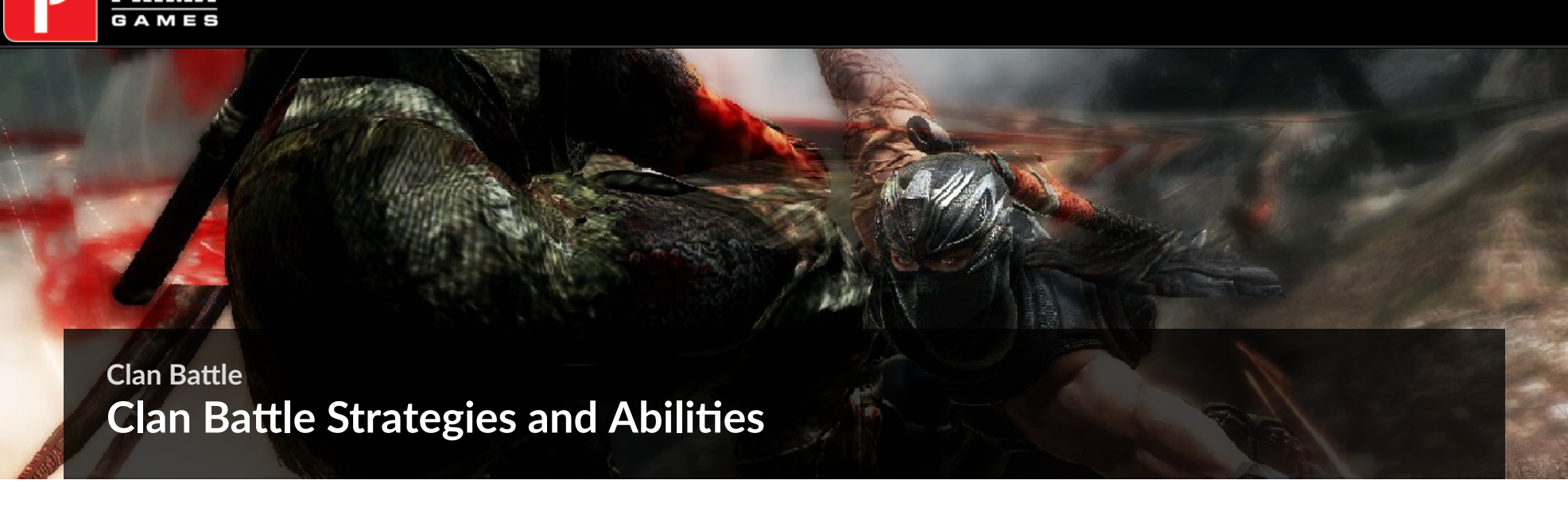
Once you reach player level 26, when you're in an injured state you can commit suicide. This prevents a rival player from earning a kill and aids your clan. Press ⊕ or Ⓑ while in an injured stated to perform harakiri and take your own life.

Injured State


TIME 02:17
0
2
PRIMA 415
PRIMA ONLINE 21
20
10
Ghost Kill
0
2

When your ninja has very low health, he loses the ability to perform most of his attacks, combos, and skills. This state is very similar to Hayabusa's state when his cursed arm is in pain during the story mode.

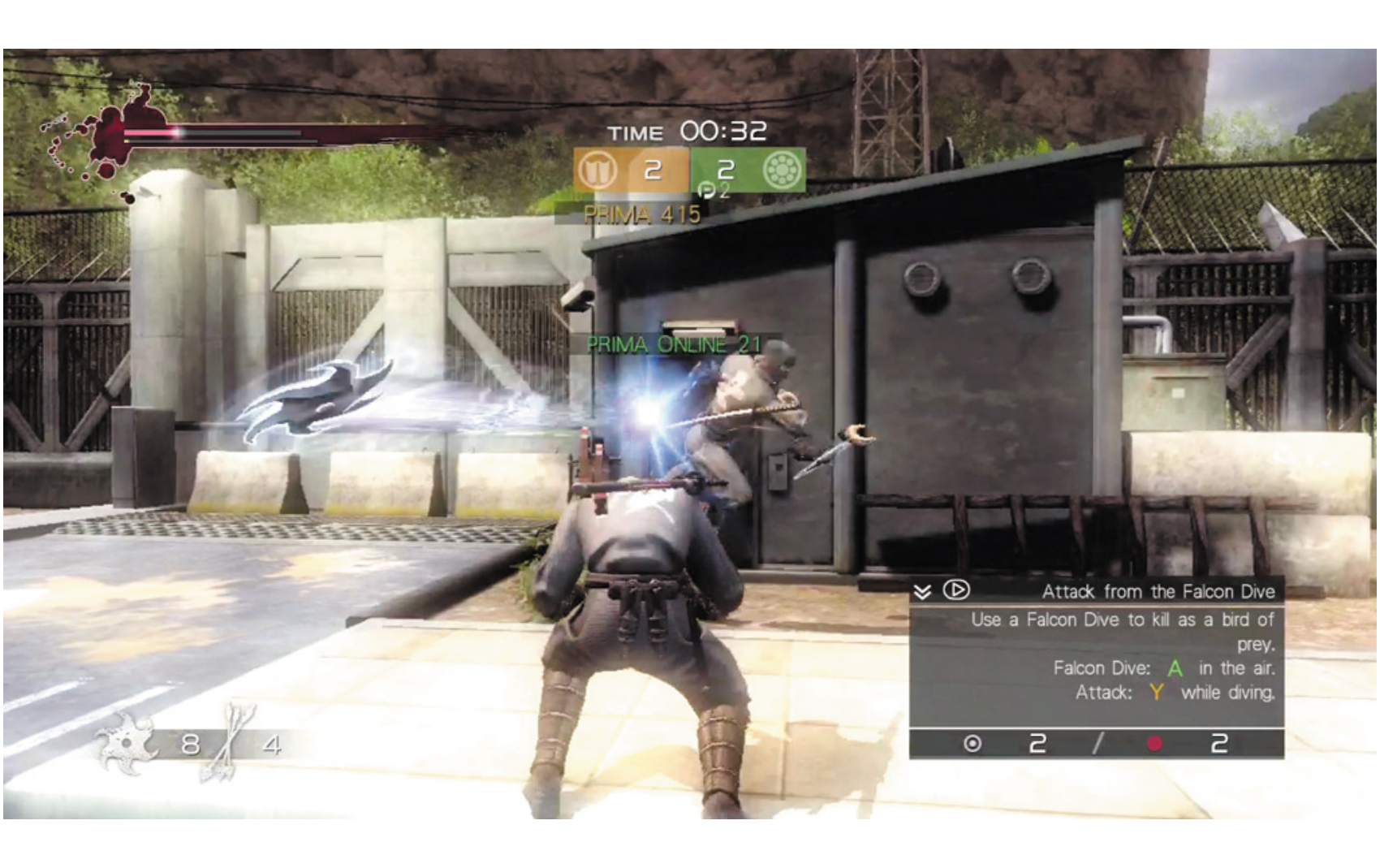
You lose the ability to run and have access to only a single attack that has limited range and inflicts only a small amount of damage. You also gain the ability to use Harakiri (if you have unlocked the ability) and take your own life.



Clan Battle

Clan Battle Strategies and Abilities

Shuriken


TIME 00:32
PRIMA 415
PRIMA ONLINE 21
Attack from the Falcon Dive
Use a Falcon Dive to kill as a bird of prey.
Falcon Dive: A in the air.
Attack: Y while diving.

Shuriken are extremely important during clan battles. While a shuriken does not inflict much damage, it stuns an opponent, leaving him open to an attack.

In addition, as long as you're facing an opponent and there are no obstacles in the way, a shuriken automatically targets an opponent. This occurs even if the opponent is camouflaged in an attempt to get a Ghost Kill.

The number of shuriken you can hold depends on your player level. The higher your player level, the more shuriken you can carry. When you die during a clan battle, your shuriken are completely replenished.

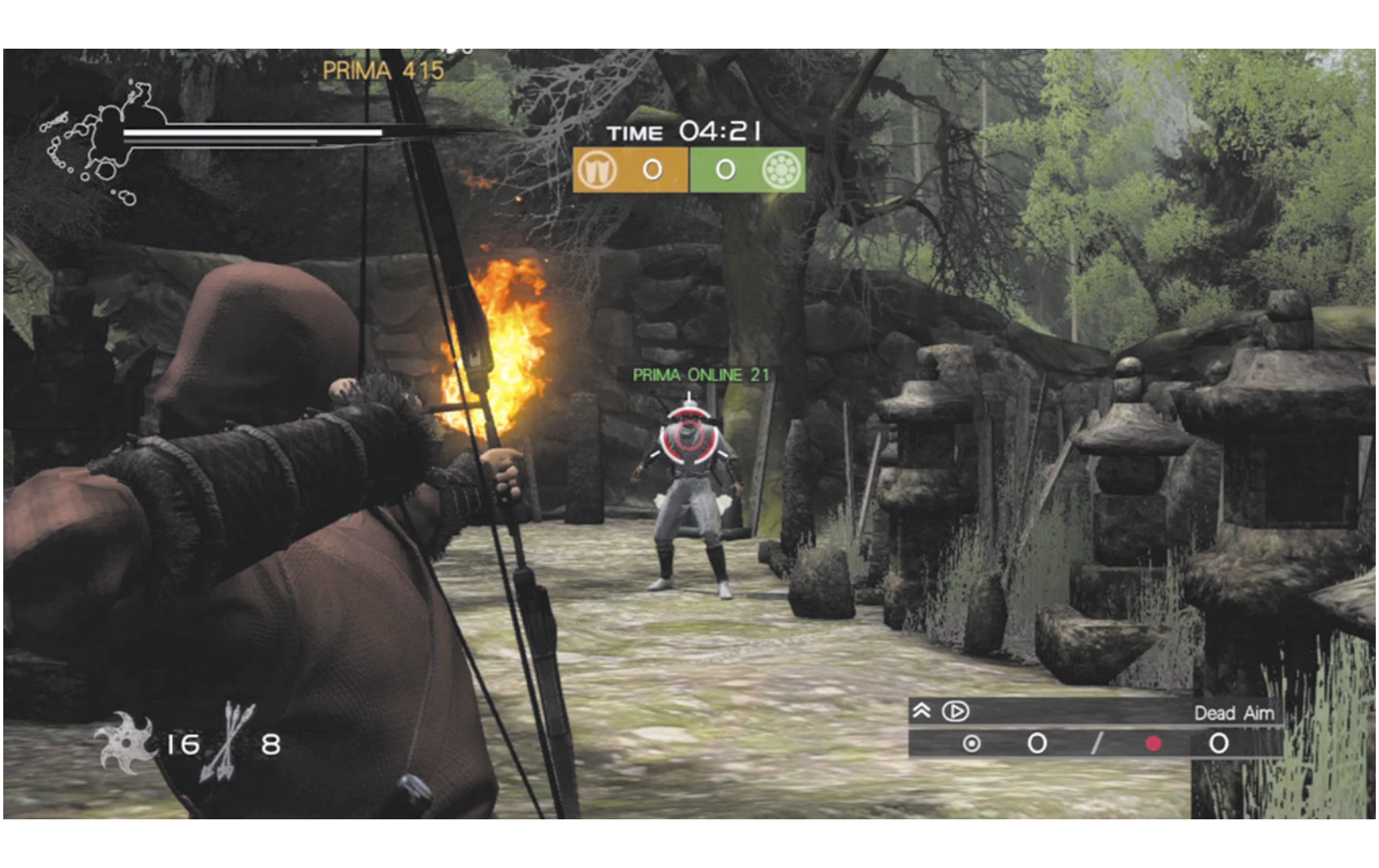
However, there's no other way to replenish shuriken, so use them sparingly. If you're close to death, make a last-ditch effort to survive by using the rest of your shuriken.

If you survive, you may be one step closer to victory, and if you die, your shuriken are fully replenished anyway.

Shuriken Capacity

Total Capacity	How to Unlock
4	Obtain Player Level 1.
8	Obtain Player Level 9.
12	Obtain Player Level 13.
16	Obtain Player Level 18.
20	Obtain Player Level 23.

Arrows


PRIMA 415
TIME 04:21
PRIMA ONLINE 21
Dead Aim

Arrows are very similar to shuriken as far as Clan Battle mode is concerned. Both track opponents that are camouflaged and attempting to land a Ghost Kill. Arrows will target an enemy from much farther away than shuriken, and they inflict more damage.

You can also use the lock on ability of the bow to locate an opponent, then attack with a Falcon Dive or some other long-range technique.

Think of arrows as the sniper rifle of Clan Battle mode. You can attack from a great distance without the enemy knowing he's in danger.

The total number of arrows you can carry is determined by your player level. As your player level increases, the number of arrows you can carry also increases.

The only way to replenish arrows during a clan battle is to die, so if you're close to death, make sure you use any remaining arrows you have in an effort to stay alive.

The worst possible outcome is that you die and then you'll have a fresh supply of arrows.

Arrow Capacity

Total Capacity	How to Unlock
2	Obtain Player Level 1.
4	Obtain Player Level 8.
6	Obtain Player Level 12.
8	Obtain Player Level 17.
10	Obtain Player Level 22.

Slide

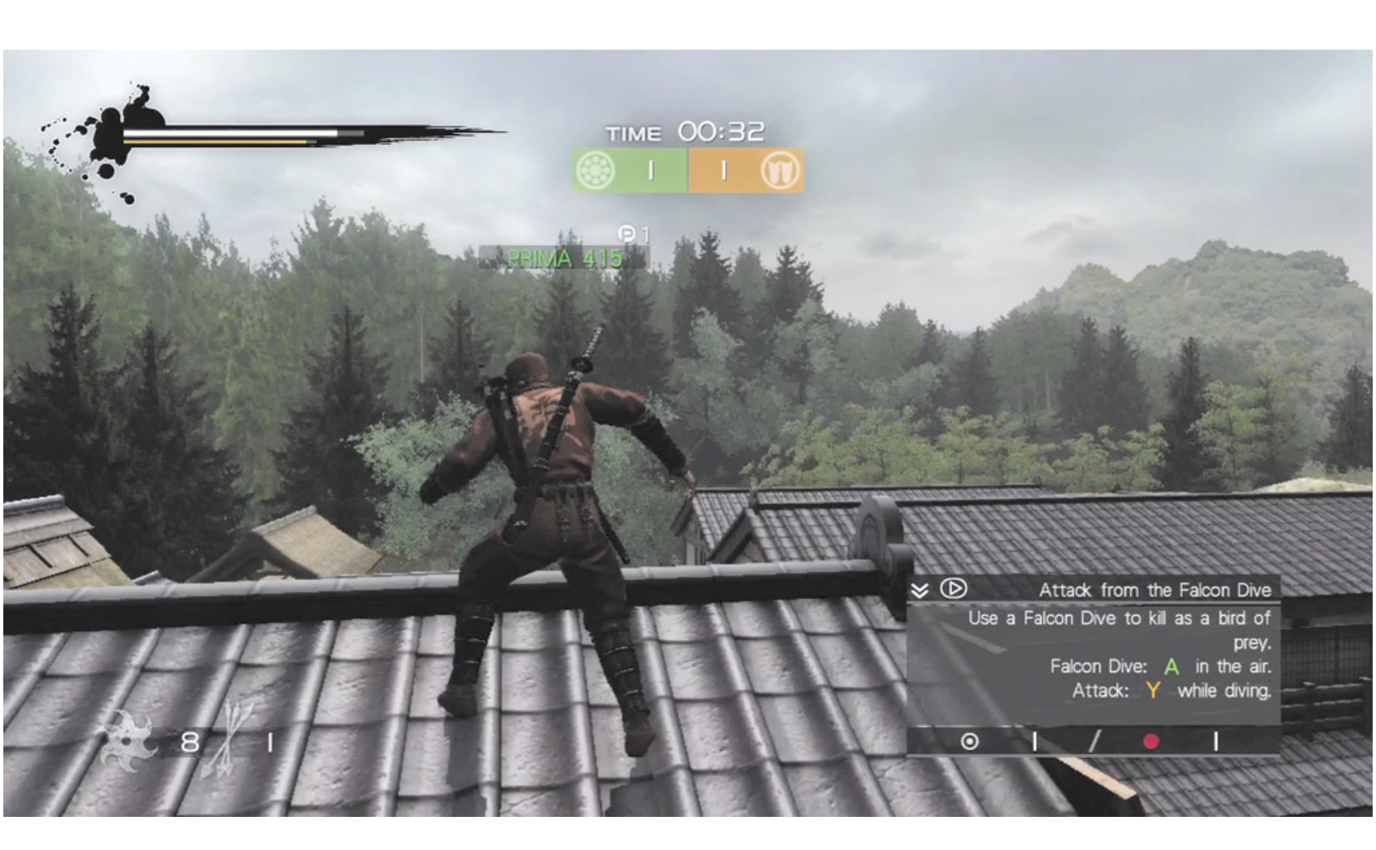
TIME 03:54
Dead Aim

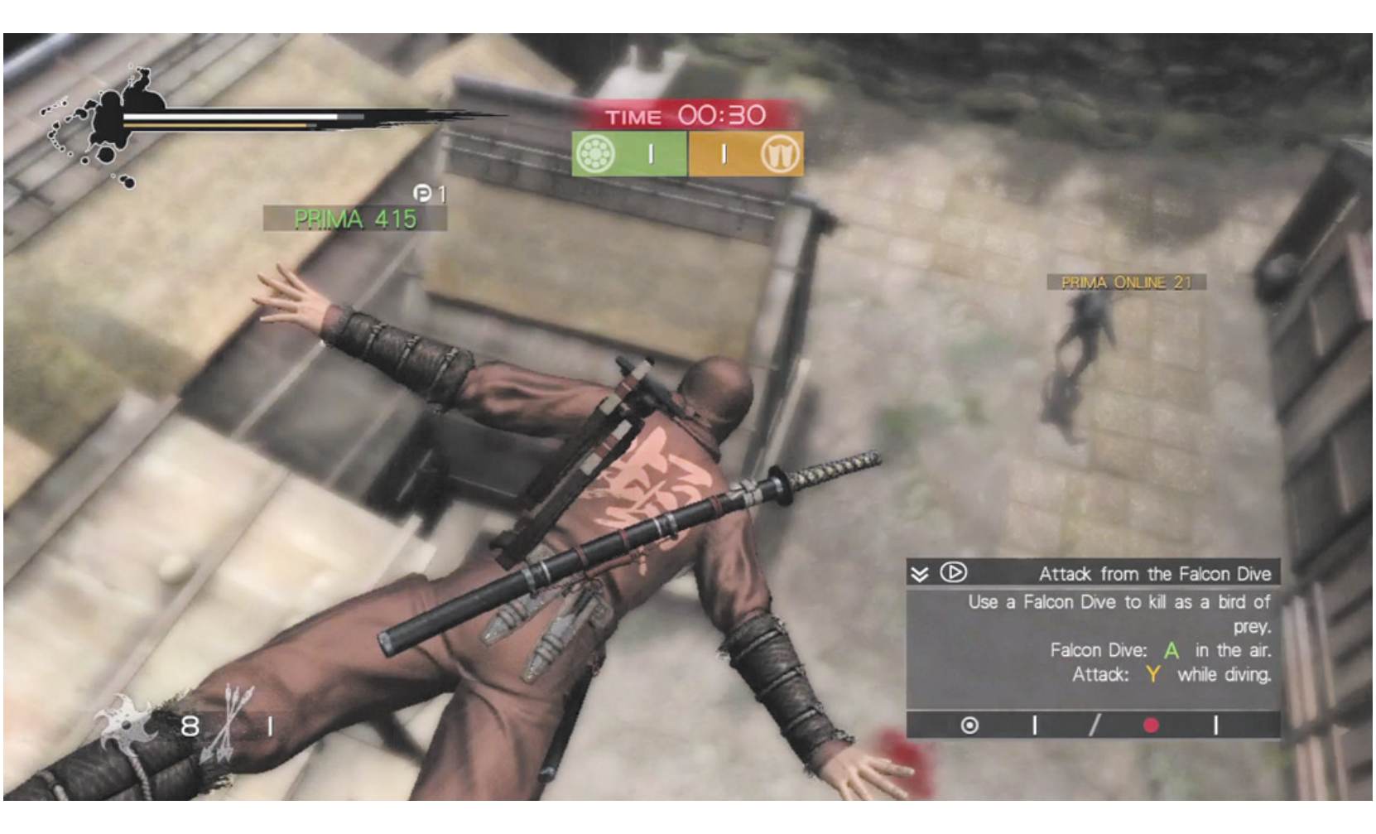
The slide is an extremely powerful offensive and defensive tool in Clan Battle mode. On offense, it breaks an opponent's guard and allows you to follow-up with an immediate combo.

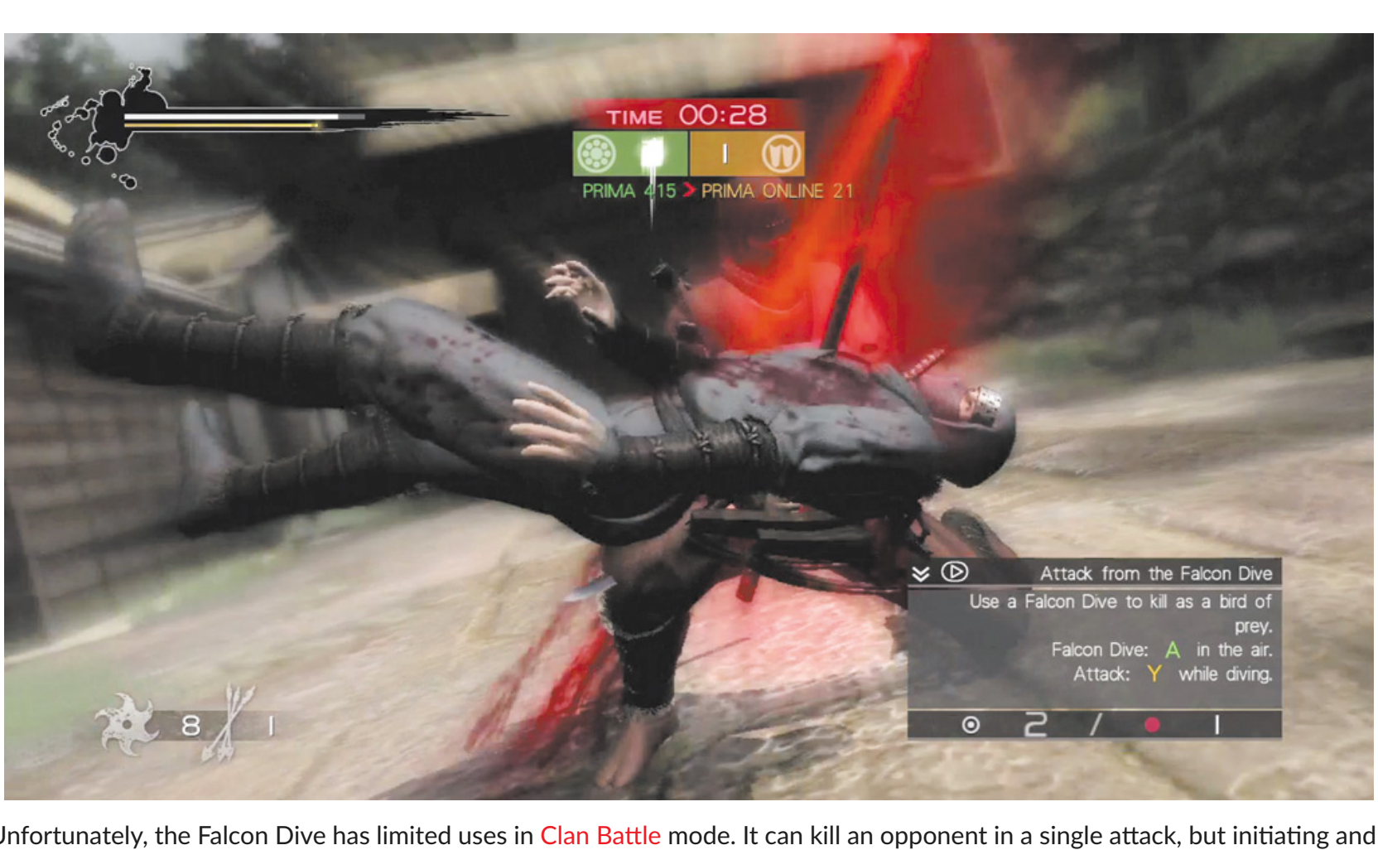
Defensively, the slide is your best evasion tool, allowing you to dodge shuriken, arrows, and even Ultimate Techniques with proper timing.

If an enemy is nearby and attacks, use consecutive slides to evade his attacks and potentially stun him so that you can turn the tide of battle in your favor.

Falcon Dive


TIME 00:32
PRIMA 415
Attack from the Falcon Dive
Use a Falcon Dive to kill as a bird of prey.
Falcon Dive: A in the air.
Attack: Y while diving.


TIME 00:30
PRIMA 415
PRIMA ONLINE 21
Attack from the Falcon Dive
Use a Falcon Dive to kill as a bird of prey.
Falcon Dive: A in the air.
Attack: Y while diving.


TIME 00:28
PRIMA 415 > PRIMA ONLINE 21
Attack from the Falcon Dive
Use a Falcon Dive to kill as a bird of prey.
Falcon Dive: A in the air.
Attack: Y while diving.

Unfortunately, the Falcon Dive has limited uses in Clan Battle mode. It can kill an opponent in a single attack, but initiating and successfully attacking with a Falcon Dive is not an easy task.

To initiate a Falcon Dive, you must start on a platform high above the ground, then jump and hold Ⓐ or ✖ to start the Falcon Dive. Once initiated, use the Left Analog Stick to move your ninja to the right or left.

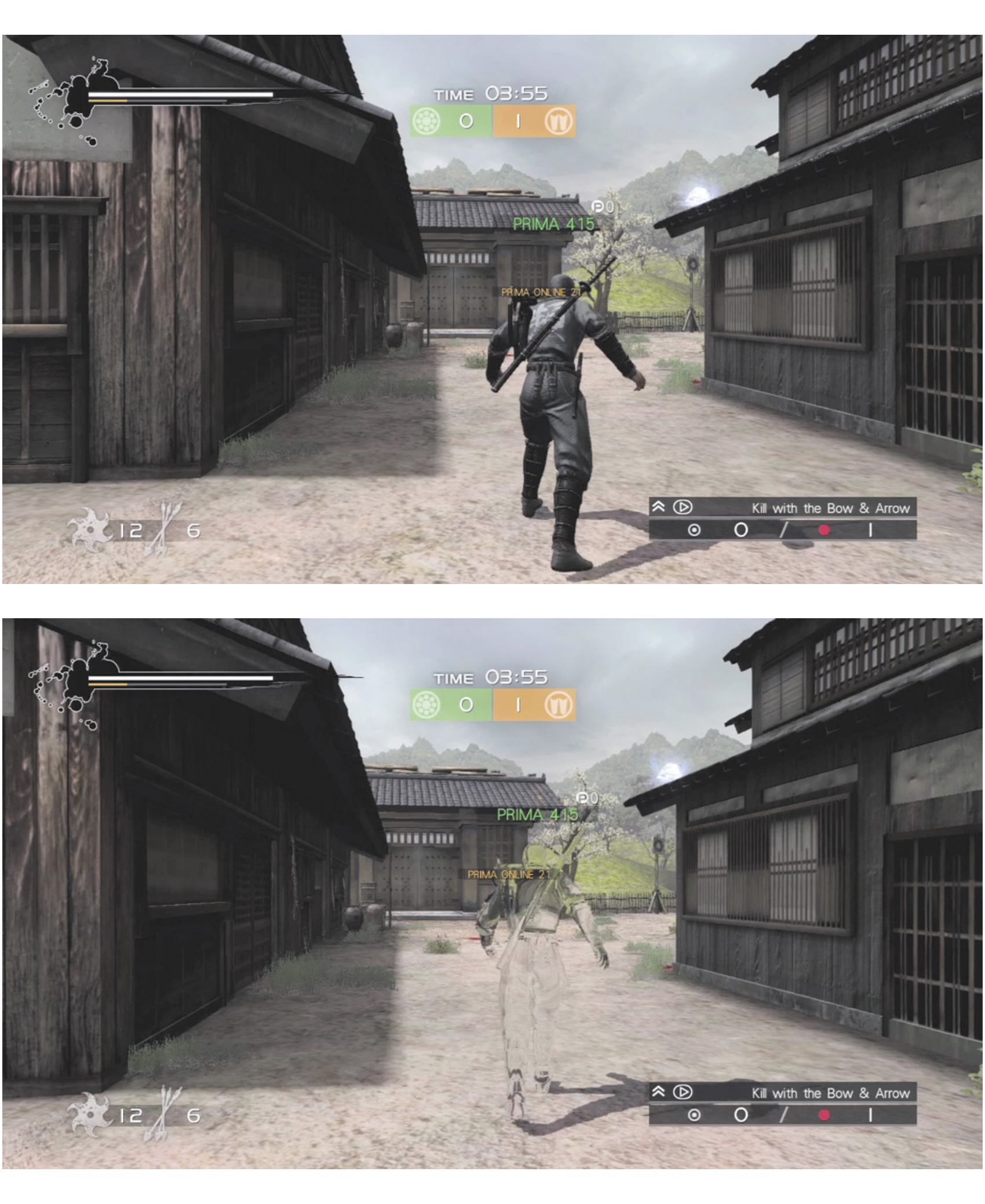
You do not have much control, which makes it difficult to properly target an opponent. In addition, the Falcon Dive has a very long range and isn't useful if you're trying to attack an enemy that is moderately close to you.

If you dive toward an opponent at just the right range, press Ⓨ or ▲ to execute a one-hit kill. Due to the size and layout of the stages, the Falcon Dive is best used on the Snow Field stage if an opponent is near the middle of the stage.

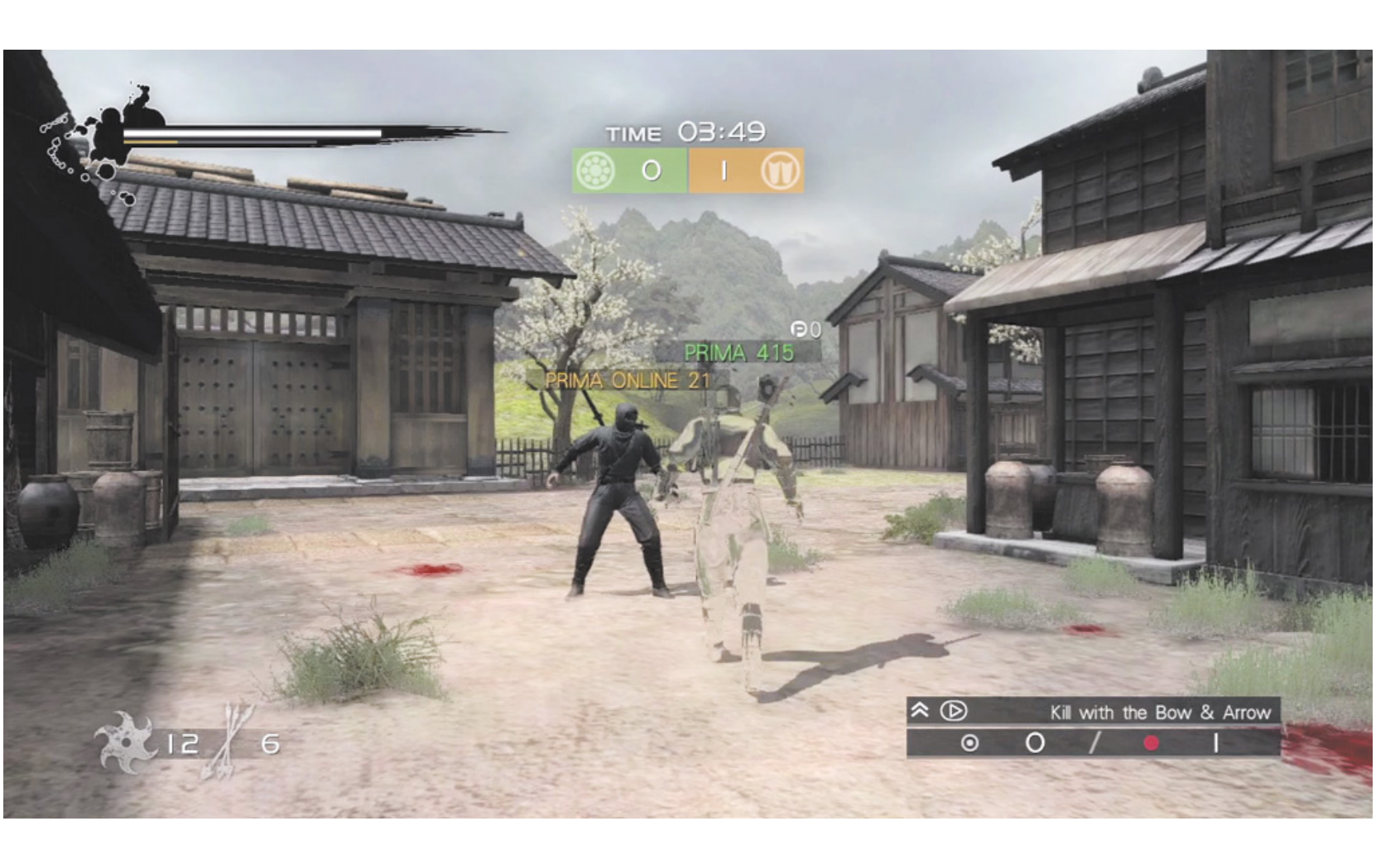
Ghost Kills

CAUTION

Your character appears invisible on your screen before the camouflage activates from the viewpoint of your opponents. It takes approximately 3 to 5 seconds for your camouflage to activate, despite the appearance of your character on your screen.


TIME 03:55
PRIMA 415
PRIMA ONLINE 21
Kill with the Bow & Arrow

Walk to activate the camouflage.


TIME 03:49
PRIMA 415
PRIMA ONLINE 21
Kill with the Bow & Arrow

TIME 03:48
Kill with the Bow & Arrow

Once you earn the Ghost Kill skill, walk for a short time and your ninja activates a camouflage that makes him very difficult to see. In addition, the name above your head disappears. As long as you don't stop walking, your ninja remains camouflaged.

During this time, as you move, opponents will see a slight distortion to indicate where you are. However, the farther away you are from an opponent, the harder it is for him to see the distortion.

Unfortunately, while camouflaged, shuriken and arrows will still target your ninja, and you can be hit by any attack, whether the opponent knows you're nearby or not.

If you see an enemy close by, approach from behind or keep an obstacle between you and the enemy until he engages another ninja. At this point, move toward him and press Ⓨ or ▲ to execute a Ghost Kill.

This stabs him through the chest and kills any opponent in a single attack. When you execute a Ghost Kill, your ninja becomes visible and vulnerable to an attack for a short time. Make sure you do not miss when attempting a Ghost Kill.

Ultimate Technique

TIME 01:01
PRIMA 415
PRIMA ONLINE 21
Unleash Ninpo

An Ultimate Technique in Clan Battle mode is similar to an Ultimate Technique as Hayabusa, but not quite the same. If you kill two consecutive opponents without dying, your sword glows red.

This indicates that you can use an Ultimate Technique. Hold Ⓨ or ▲, then release to execute an Ultimate Technique.

PRIMA ONLINE 21
TIME 00:59
Unleash Ninpo

Under most circumstances, an Ultimate Technique targets the closest enemy and kills him in a single attack.

However, an opponent can use a properly timed slide or jump to evade your Ultimate Technique. Luckily, you're not vulnerable to a counterattack for very long, but a skilled opponent can still take advantage of the situation and attack you.

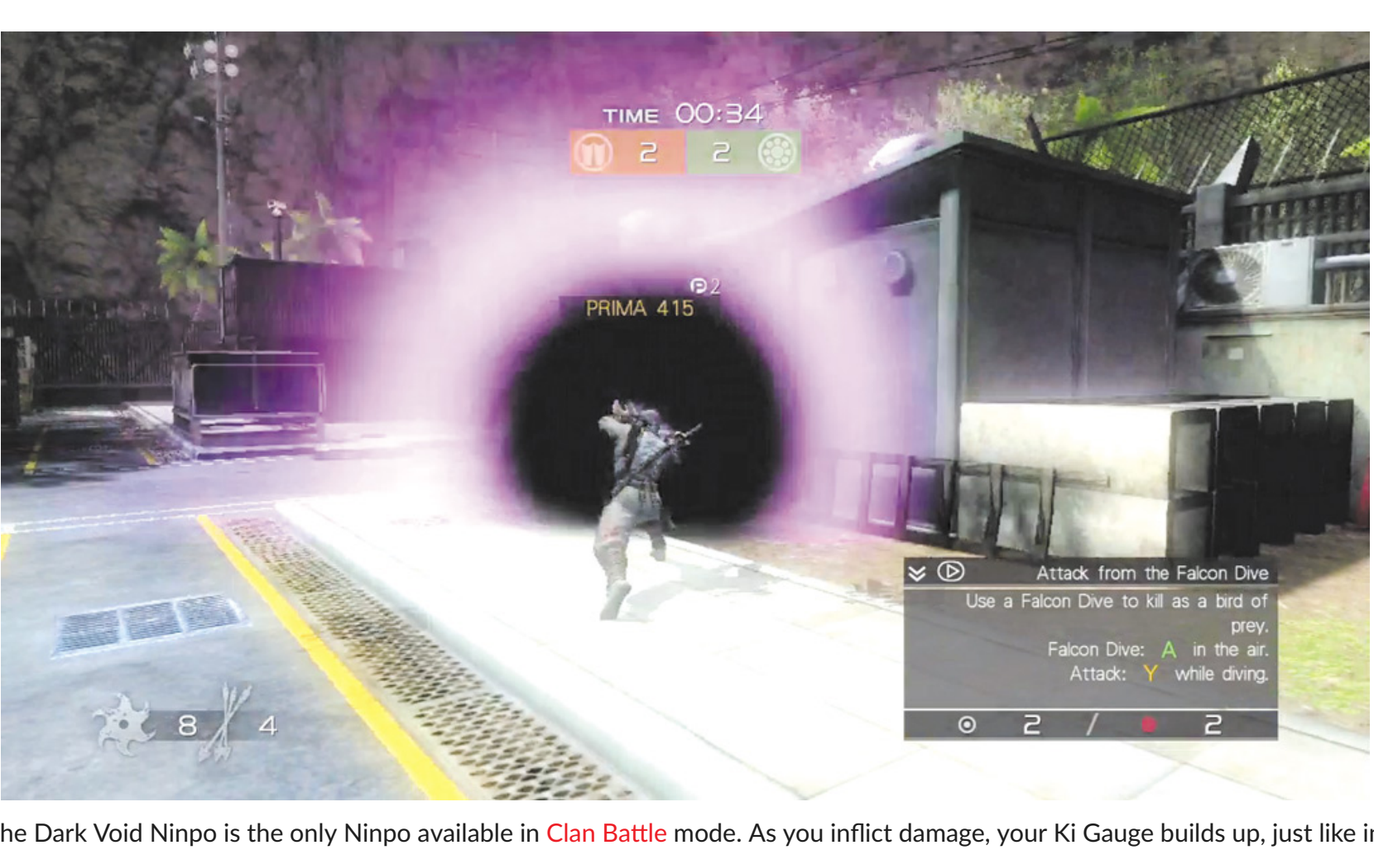
If you're not close to any enemies when you execute an Ultimate Technique, it will be wasted and your ninja will not attack any opponents.

It's best to use an Ultimate Technique in a crowded area so that it's difficult for the opposing clan to know which ninja is being targeted. It's also much harder to evade an Ultimate Technique while engaged in battle with another ninja.

Ninpo

TIME 00:37
PRIMA ONLINE 21
Use to set your target!
Attack from the Falcon Dive
Use a Falcon Dive to kill as a bird of prey.
Falcon Dive: A in the air.
Attack: Y while diving.

TIME 00:35
PRIMA ONLINE 21
Use to set your target!
Attack from the Falcon Dive
Use a Falcon Dive to kill as a bird of prey.
Falcon Dive: A in the air.
Attack: Y while diving.


TIME 00:34
PRIMA 415
Attack from the Falcon Dive
Use a Falcon Dive to kill as a bird of prey.
Falcon Dive: A in the air.
Attack: Y while diving.

The Dark Void Ninpo is the only Ninpo available in Clan Battle mode. As you inflict damage, your Ki Gauge builds up, just like in the main game. Once the Ki Gauge is full, you can use Ninpo.

Under most circumstances, it can kill an opponent with a single shot. It can also go through any and all obstacles, and can be aimed in almost any direction. This makes the Dark Void Ninpo extremely deceptive and useful from a distance.

The only downside of the Dark Void Ninpo is that it takes a little while to execute, but while your ninja is charging the Ninpo, he is invincible to attack and any opponent that gets near him will take damage, and is momentarily stunned.

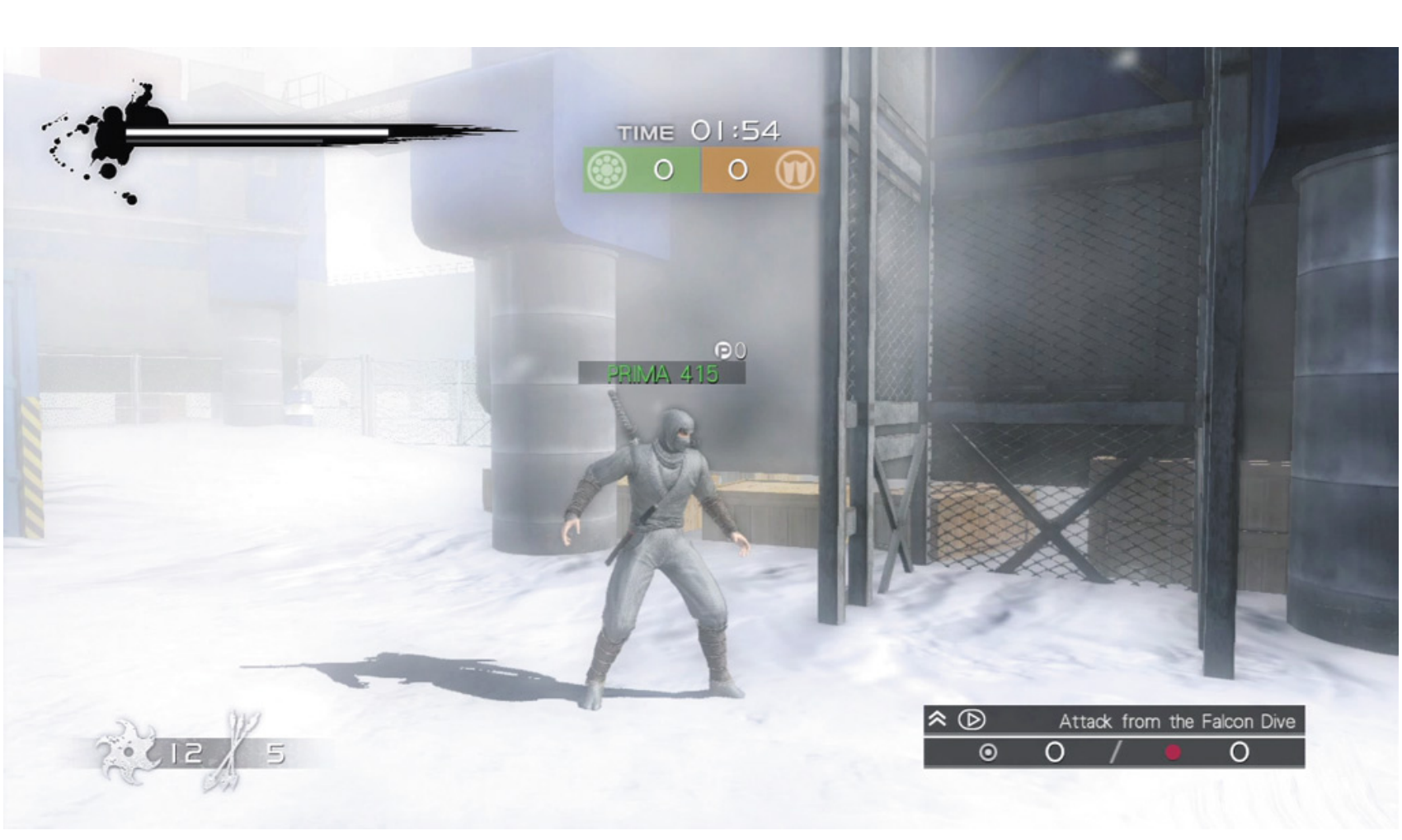
Use the Dark Void Ninpo offensively and defensively. To use it as an offensive tool, find an opponent from a distance with the bow (lock-on and zoom in), then activate the Ninpo and target the same area.

If you see an opponent's name but an object is blocking your view, activate the Ninpo and shoot it through the object to catch the opponent by surprise.

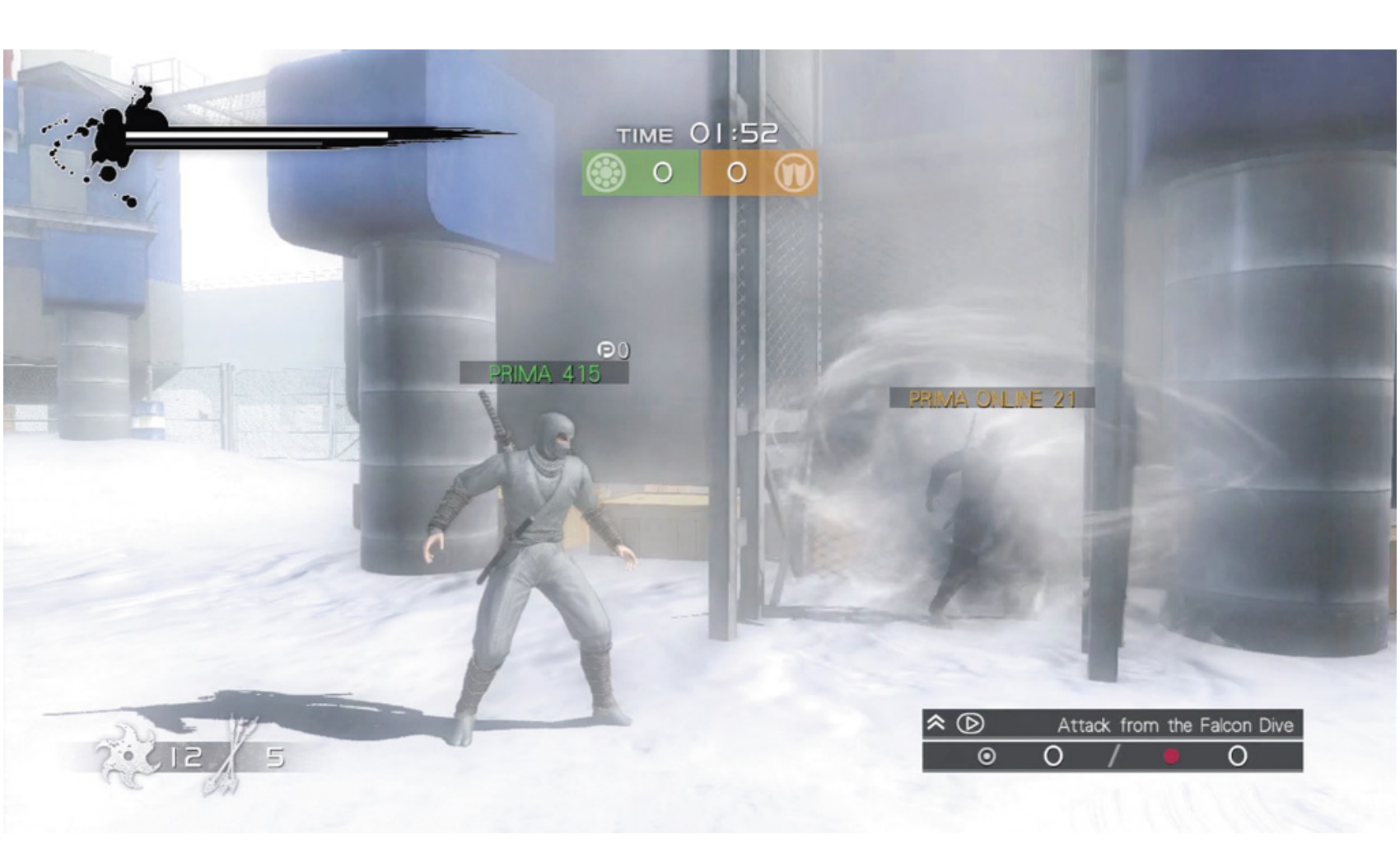
From a defensive standpoint, if an opponent is closing in and about to attack you, activate the Ninpo to make your ninja invincible and inflict damage on any nearby enemies.

If you can hit the opponent with the attack it serves as both and offensive and defensive tool simultaneously.

Latency (Lag)


TIME 01:54
PRIMA 415
Attack from the Falcon Dive

It's impossible to avoid lag during any online game, and *Ninja Gaiden 3* is no exception. When latency occurs, an opponent may seem to instantaneously jump from one point to another.


TIME 01:52
PRIMA 415
PRIMA ONLINE 21
Attack from the Falcon Dive

Most of the time, this action is disguised as a teleport, complete with a cloud of smoke. If you see this cloud of smoke, it's not an ability you have yet to obtain; it's just a little bit of latency showing up during a clan battle.

General Strategy

TIME 03:25
PRIMA 415
PRIMA ONLINE 21
Dead Aim

TIME 03:25
PRIMA 415
PRIMA ONLINE 21
Dead Aim

TIME 03:25
PRIMA ONLINE 21
PRIMA 415
Dead Aim

Use shuriken and arrows primarily to find camouflaged opponents and to lead into a combo. When you're close to an opponent, throw a shuriken, then follow it immediately with an attack. If the shuriken hits, the following attack will also connect, leading into a combo.

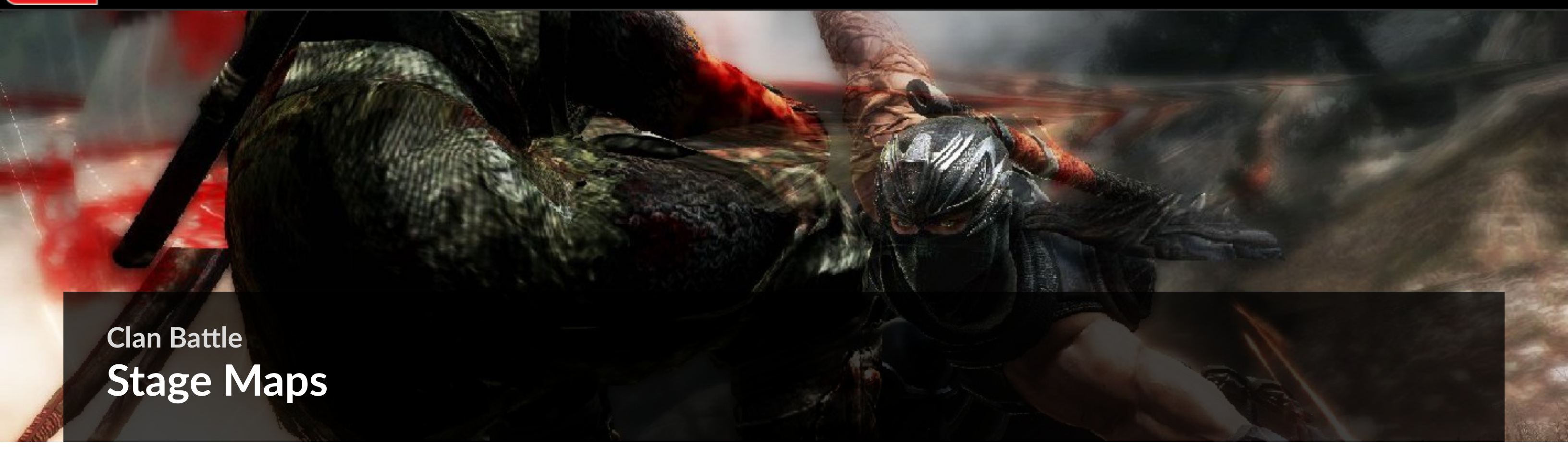
If the shuriken is blocked, you can still attack before the opponent does if you used a Quick Attack instead of a Strong Attack. Arrows work exactly the same as shuriken, but they take longer to shoot.

They inflict more damage, but the combo following an arrow reduces the need for increased damage in this situation. The slide inflicts a similar stun to shuriken and arrows, but does not automatically target an opponent.

The recommended combo to use almost all the time is Ⓧ Ⓧ ➔ Ⓧ Ⓨ hold Ⓨ, release, Ⓧ Ⓧ Ⓧ Ⓨ or ■ ■ ➔ ■ ▲ hold ▲, release, ■ ■ ■ ▲. This combo starts with a Quick Attack and leads into an Izuna Drop to finish off an opponent.

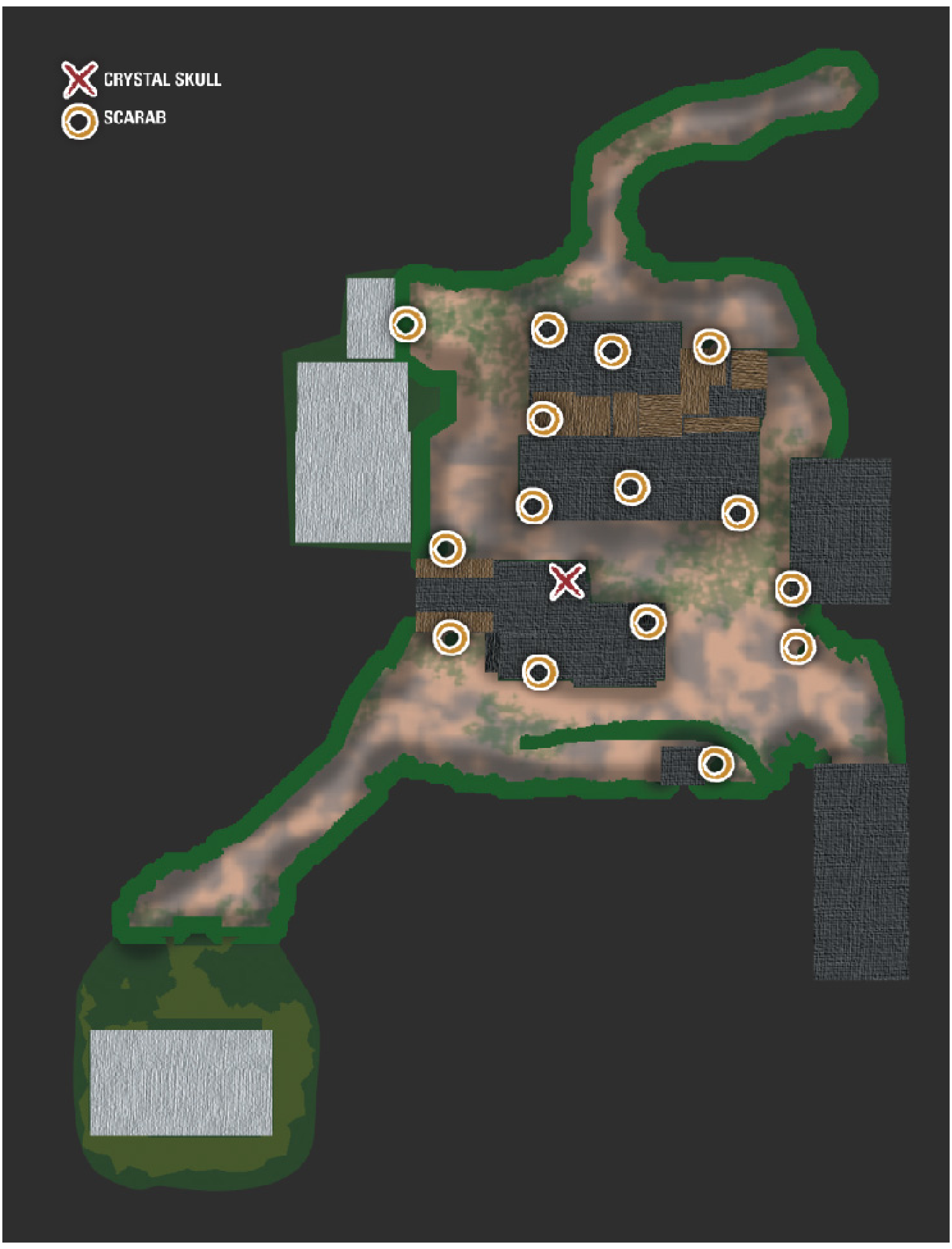
You can use an Izuna Drop only if the opponent's Health Gauge is red. If it's not, the combo stops once the opponent is launched into the air.

When this happens, follow the launching attack with a shuriken, then press Ⓧ Ⓧ or ■ ■ as soon as you land to catch the opponent as he falls. It won't always be enough damage to kill the opponent, but it will bring him very close to death.

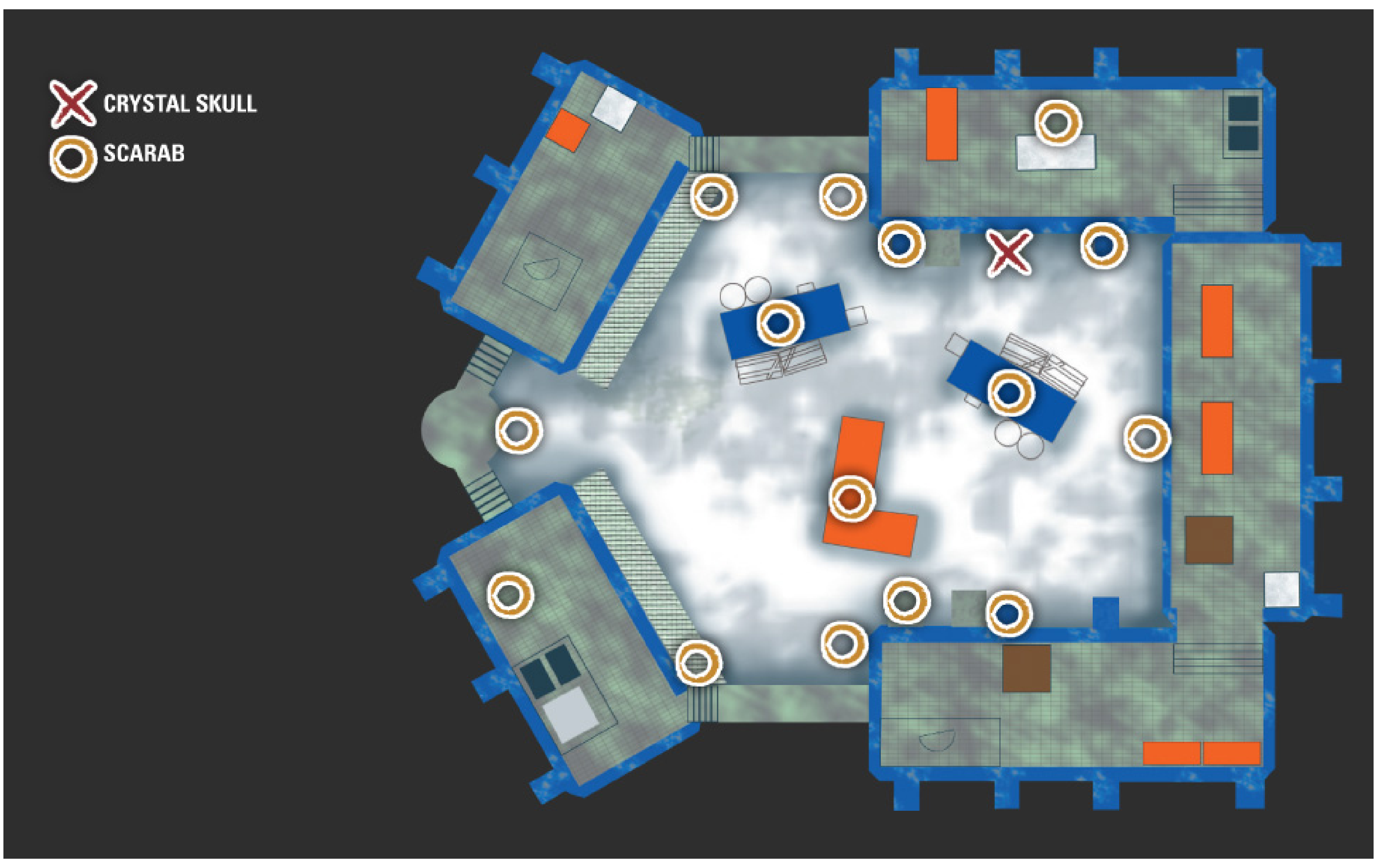


Stage Maps

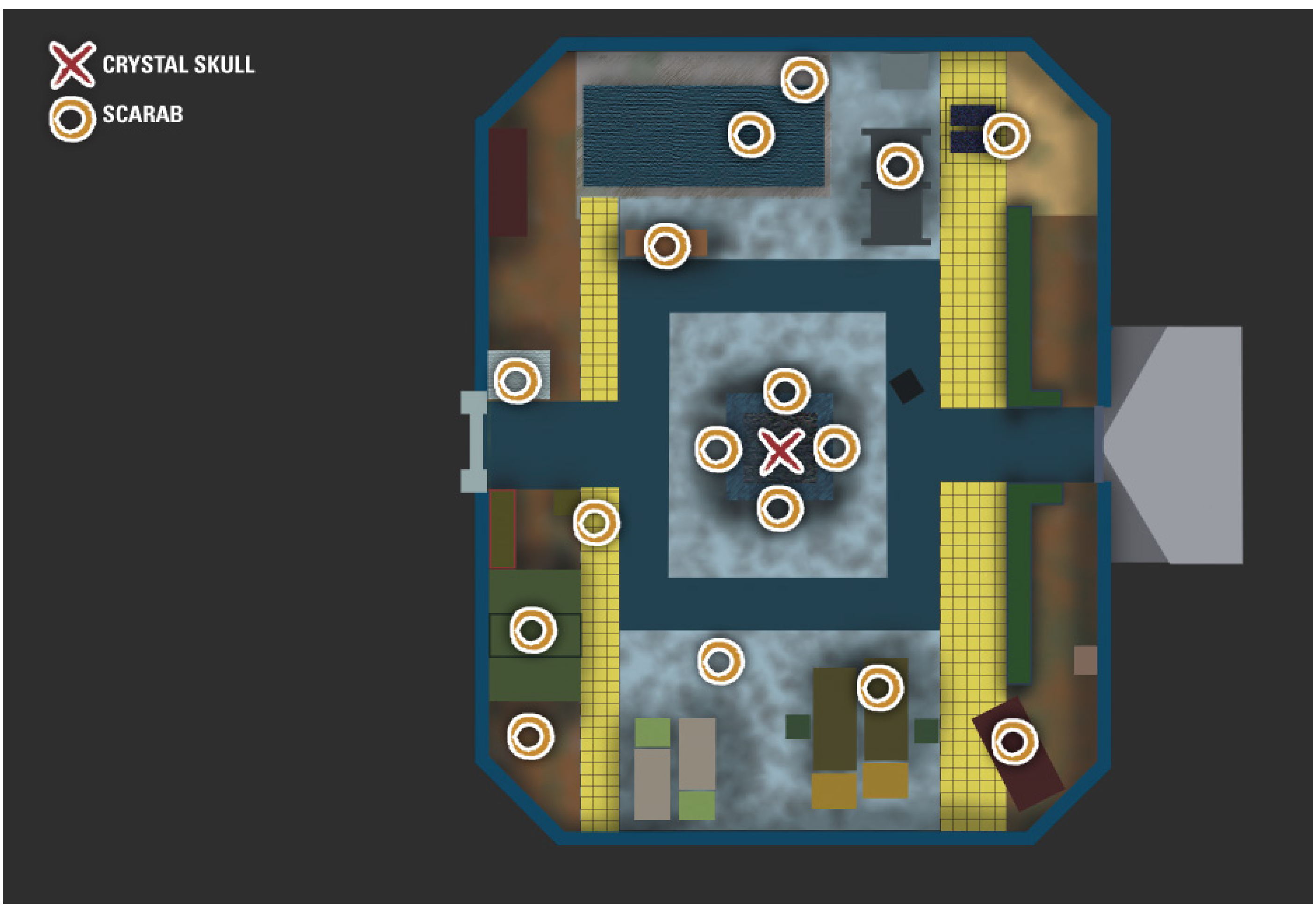
Hidden Village


CRYSTAL SKULL
SCARAB

Snow Field


CRYSTAL SKULL
SCARAB

Watchtower


CRYSTAL SKULL
SCARAB